APRIL 1992 No. 122
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Lemmings
FINAL LEVELS HACKED

FREE ON TAPE! Yes, they're all yours this month, including STEG DEMO, Doomdark's Revenge, Monster Munch

PLUS! Bomb Ed - Win a console with a high score, Printy 2, -the second installment Music Demo, Tips & Pokes

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Look out - he's back!

PAPERBOY 2

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before.

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contents













THE GREAT DOOMDARK'S REVENGE

Here we go with the follow up to Lords Of Midnight. A fantastic adventure set in the in the wild but dangerous land of Icemark. Doomdark's Revenge involves the evil Shareth bewitching young Morkin, leading him away with the promise riches and fame at the head of her armies. However rescue is close at hand, in the form of a band of wise and brave men who journey across the icy wastelands to effect his release and to bump off Shareth.

Tarithel the Fey, Lukor and Rorthron the Wise, accompanied by no less than one thousand Moonguard riders venture into Icemark's incredible game area which has almost twice as many locations as the original, Lords Of Midnight, creating a lenghty and detailed scenario.

The invaders encounter no less than five Icemarkian races. Fey (remember them from LOM) inhabit the south east, bordered by Dwarves and to the north west there are Giants. Finally, and most importantly, the north-east is the Frozen Empire where the Lords of the Iceguard reside ruled by Shareth.

There are 128 characters which can be recruited in Doomdark's Revenge, they have no real loyalties and so, in effect can create lots of hassle as they must be either be recruited or watched closely. Unrecruited Lords, in particular will look on your forces as hostile and will treat you suspiciously and act accordingly until you use your powers of persuasion on them. Recruiting characters requires much skill, they often won't make a commitment until they trust you so you can spend a lot of time making alliances and finding out just who is on your side.

In Doomdark's revenge character's personalities are quite complex and develop as the game does. There is a personality chart for each character which lists their loyalties and enemies. Use this information to plan your progress.

Watch out for wild animals and other peripheral animals and creatures in Doomdark's Revenge. They'll often attack unprovoked and do not favour either side. It's best to stear clear of large bands of them.

CONTROL

Control in Doomdark's revenge is quite complicated but once you get used to it it will considerably enhance your enjoyment of the game as it can get all too complicated when you can't actually understand what is going on. You will never get maximum enjoyment if you don't study these controls carefullly.

* *

1 - NORTH	6 - SOUTH-WEST
2 - NORTH-EAST	7 - WEST
3 - EAST	8 - NORTH-WEST
4 - SOUTH-EAST	Q - MOVE
5 - SOUTH	W - LOOK

* *

E - Approach: similar to the recruit option in Lords of Midnight. Go forward under a flag of truce and parley with an opposing Lord. He may accept or decline your offers so do your homework carefully! He may also engage in combat so try to make a wise judgement and always be prepared for the worst.

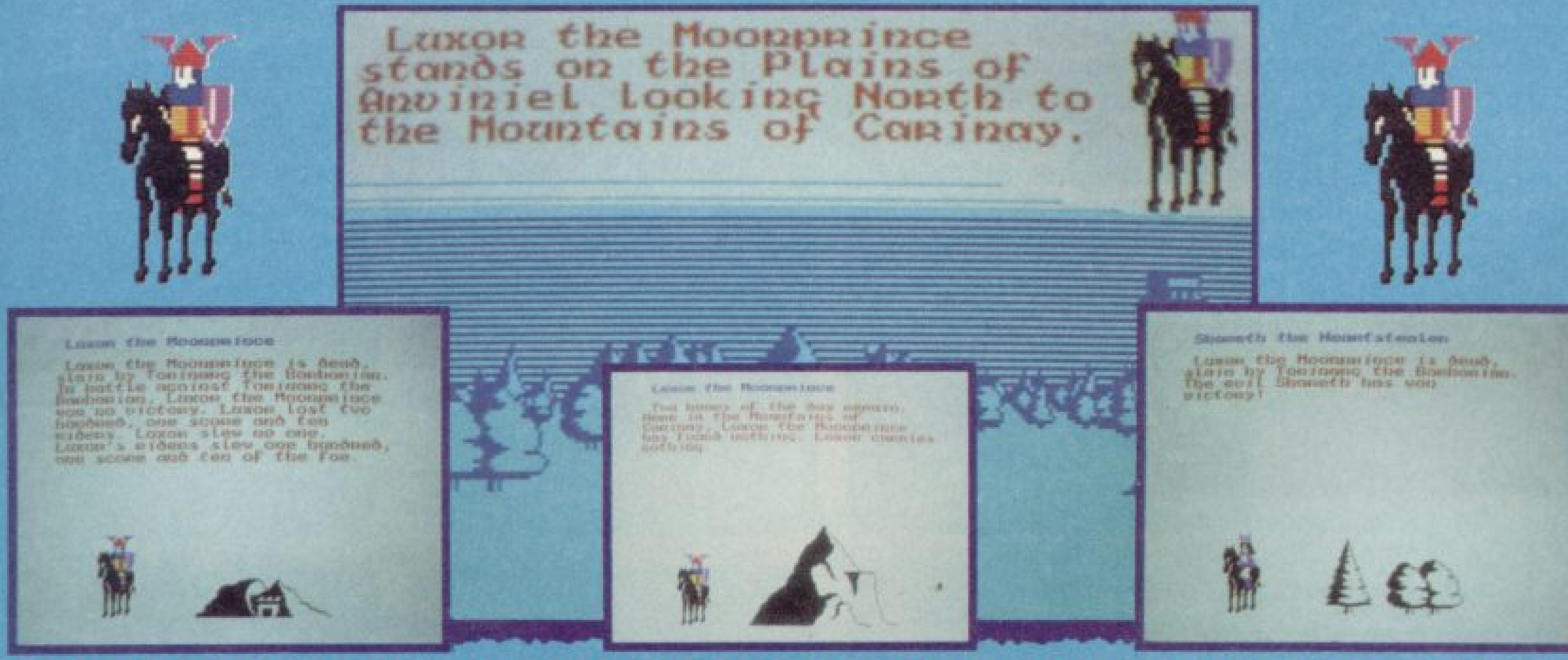
R - CHECK PLACE: This gives information on the current location of a character, what is in their possession and what time of day it is.

T - CHECK BATTLE: Gives any information available relating to battles or skirmishes which your character has been involved in.

Y - CHECK ARMY: Gives details of your army, and all other armies you are in contact with or are about to come in contact with.

U - CHECK PERSON: This is the personality check mentioned above. Remember a person's personality traits can change during the course of a game so keep an eye on your friends as well as your enemies.

A - MORE: Essentially a scrolling information function for when there isn't enough room on screen for all the information you have called up.

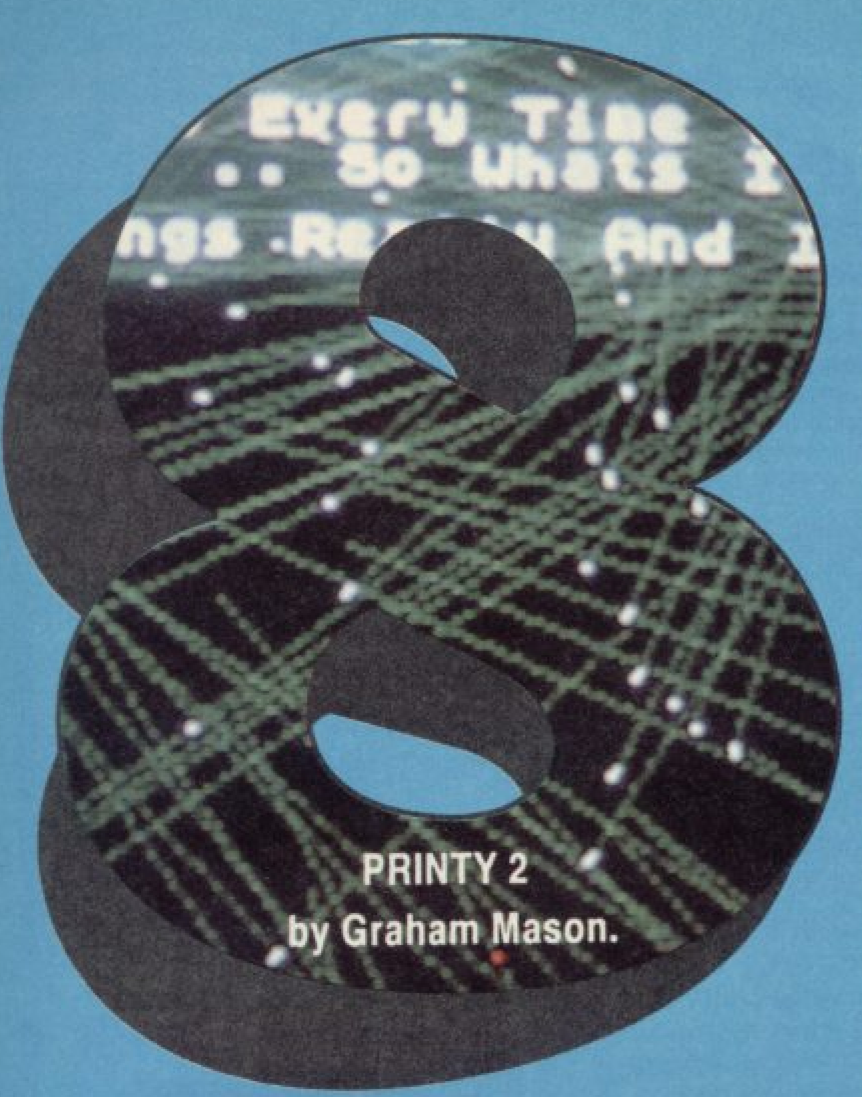


* *

Other Controls:

S - Save	H - No	V - Morkin: Only available once Morkin has been rescued.
D - Night	J - Load	B - Tarithel
F - Dawn	Z - Copy: Prints out the current screen.	N - Rorthron
G - Yes	C - Luxor	M - Select

* *



Doomdark Tips.

Once you've started it is essential to recruit a strong army to protect your character Luxor. Just South west of the Gate of Varenorn is the Fortress of Torinarg the Barbarian. Recruit him. He is very influential with the brabarian lords and will be useful when you need to recruit more. useful for enlisting other Barbarians. Keep a few Lords around Luxor as guards.

Tarithel is very useful for recruiting the Fey Lords fromm the Plains of Thildreon. Her primary goal should be the rescue of Morkin, send her North, with an army and Lords to the plain of Anovril. Tunnel your way into this area as it is surrounded by frozen wastes.

Talking of tunnels remember that unrecruited Lords will not enter Icemark's tunnel system, so if Luxor is unprotected or threatened he can always seek shelter in one.

Rorthron is another useful recruit seeker, he will successfully recruit from several races but also remember, try to avoid splitting your force up too much as this will weaken your cause and leave you vulnerable.

Pick up as many useful items on your travels as possible. These will increase your battle strength and readiness and your powers of persuasion. Remember not all items will be useful to everyone so careful selection and memorisation of locations could lead to them being put in the right hands later on.

ICEMARK LANDMARKS

Armies - It's simple, avoid enemies and court friends.

Cities - Fortified and inhabited, the demesne of a local Lord.

Fountains - They offer replenishment and refreshment to the weary.

Forest - The home of the Fey. Movement through a forest will be swift for the Fey alone for they hold the magic of the forest.

Fortresses - The Strongholds of Icemark's minor Lords.

Gates - Entrances to the subterranean roads of Icemark, useful for travel and escape.

Halls - Hospitable ones will be of use, allowing rest and recovery.

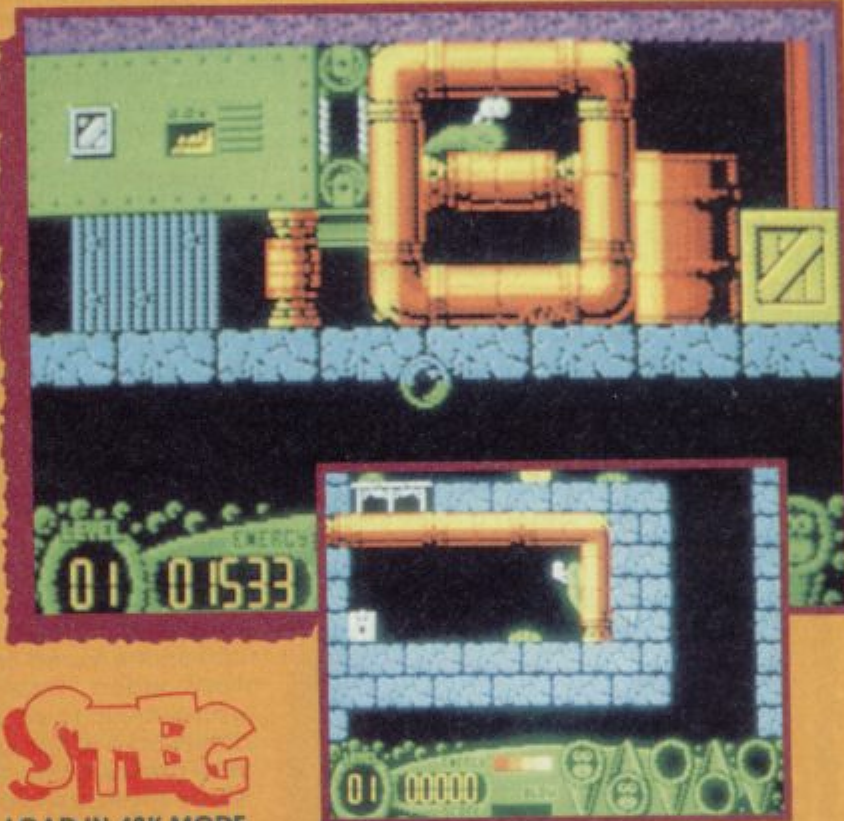
Hills - Slow down a journey.

Mountains - Very difficult terrain for all and sundry. They'll tire you out and slow you down.

Palaces - Powerful but not really great strongholds.

Pits - Tunnels lead only north, south, east, or west.

Wow, Easter is nearly here and SU have shelled out for yet another massive Great Eight, packed with some jolly spiffing software. Have we ever let you down before? No, so read on. The Lords are waiting in Doomdark's revenge, rad music fun is waiting in the Madness Remix Demo and, of course we've got the exclusive Steg playable demo. What more could you ask for? Lots more and it's all here too!



LOAD IN 48K MODE

Bubbles, slime and lots of squirmy maggots, it has to be Steg. Codemasters latest (and possibly greatest?) animated antics has to be one of the most coulourful and odd Demos we've ever put on an SU covertape. See the preview on page 30 for full details and then get stuck into this wonderful game.

CONTROLS

Q - Up

A - Down, Pick up an object, Move a lever.

O - Left

P - Right Space Bar/Break - Blow. Hold the blow button down until the bubble bar reaches it's highest point then release it. I you hold it after it has reached this point you will lose a lot of energy.

There is an on screen indicator for current score and energy and bubble bars. The little green faces on the bottom right hand side of the screen indicate how happy T'yungunz are.

PRINTY 2
by Graham Mason.

It's always the same, bring out something good and the punters are clamouring for more. That's the reason for Star Trek 6, Terminator 2 and Godfather 3. Well that's exactly what has happened to SU's original Printy utility. Following in the footsteps of Francis Ford Coppola, James Cameron and Leonard Nimoy, Graham mason has produced the second installment to Printy , first published on tape in SU No.117, November 1991.

Printy essentially enables you to give your letters and demos some Zip, zip, zip, with scrolling messages and flashing borders and other impressive Speccy special effects. Printy two is an advanced version of the original package which should enhance your standing among your Spec-chums giving devestating Demos and stunning scrollers!

Printy 2 loads in 48K basic and all instructions are included on the introduction screen. Like the original, program parameters can be set in Spectrum basic making Printy 2 as easy to use as a knife and fork!

THE GREAT 8

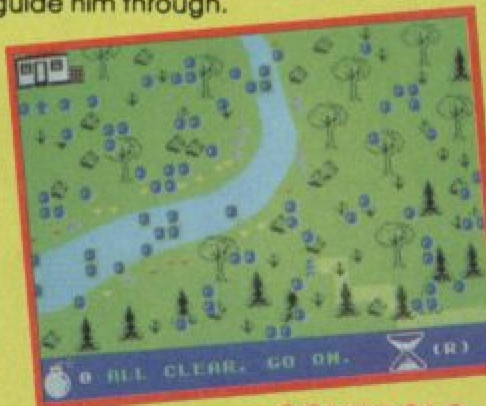


BOMB ED

This is it! It's is your big chance to win a NINTENDO Action Pack. Bomb Ed is a very simple game, deceptively simple. All you have to do is use some logic and your powers of deduction to figure out a safe path through a minefield.

Ed has been stranded in a forest and needs to return home for tea. Unfortunately someone has planted a load of mines in the forest, river and the surrounding countryside. Poor Ed, he's such a hopeless character, having recently swopped his brain for a 007 wrist watch he now needs your help to get home. Not so foolish really because the 007 watch can actually detect any mines which are directly beside Ed, although it won't actually tell you which direction they're in. Using this information and remembering where a mine was last detected you must guide him through.





CONTROLS

Q - Up **A** - Down **O** - Left **P** - Right

Y/N - Action replay, where relevant.

Turn up the sound once the game has initially loaded. There is some superb, slightly wacky music to enjoy! Once you've achieved a score (by completing the first level and as many others as possible) you will be given a score (up to five digits) and a competition code (up to nine letters). Write these down and then call the number on the Great 8 competition page in this magazine (page 48) leaving this information Full instructions on how to enter are on the competition page.

POKEMANIA

Graham Mason, Spectrum stalwart and well known man of the world has packed the Great 8 with yet more load in pokes. Let Graham sort out your new games or your old classics, nothing is too tough for this man!



MADNESS REMIX DEMO (48k&128k)

Suoperb demo graphics and a heel clickin' soundtrack characterise this music demo, easily one of the best we have ever had o an SU covertape. Simple to load and operate it is in 128K and 48K modes and gives over fifteen minutes of music and moving, scrolling screens.

CONTROLS

Very simple. Keys 1 - 4 control the four different music and graphic demos available... Pure Madness!





MONSTER MUNCH (48K)

The witch is in town and she's a right old tart. "Get me this", "get me that" is all she seems to say. Your job as Her monster is apparently to answer her every whim. Recover various animal parts and foodstuffs for the cauldron and build up a high score. You'll get called things like 'banana' if you don't succeed. Pick up energy and extra weapon bonuses as you go along.

CONTROLS

Q - Left **W** - Right **O** - Jump **P** - Fire





TIPS AMAZING - Another 18 Game Smashers

Leigh Thompson, games maniac, tipster and all round chillin' guy has been impressing the girlies this month with his playing prowess. Load the prog. (48K), and follow the on-screen instructions. It couldn't be easier, and these tips should make your games easier too!

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- DD3
- FINAL FIGHT
- HUDSON HAWK
- WWF
- DIZZY 5
- TARGET RENEGADE
- ROBOCOP
- INSPECTOR HECTI
- LED STORM
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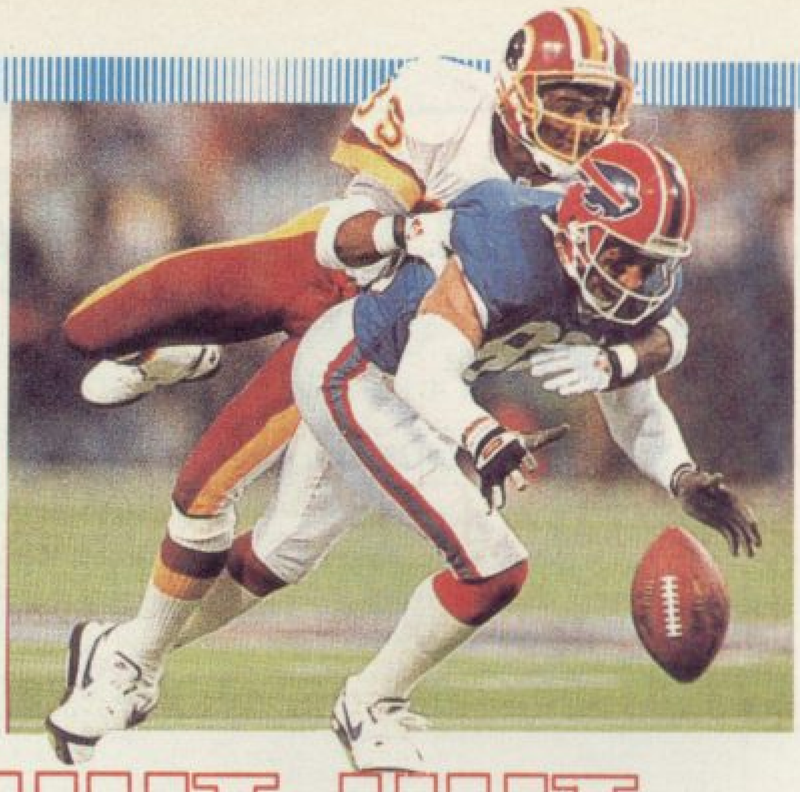
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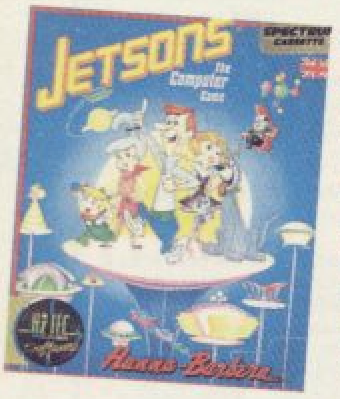
UPfront



THE PRICE IS RIGHT!

Come on down!" That's the message being sent out to the software companies this month as Hi-Tec sets the standard for a new mid-range price point for original Spectrum software. Hi-Tec have announced a new price point of £6.99 for two of their latest releases, The Jetsons and Potsworth.

When we rang, a spokesman for the company said, "Who the bloody heck are you?" but went on to tell us that their new price is meant to fill the enormous gap between full price and budget games, increasing accessibility (and hopefully sales) by lowering the price.



The call comes at just the right time for Spec-ites everywhere, as we experience a sudden slow-down in full price games, as industry bigwigs like Ocean, Virgin, U.S. Gold and Domark begin to close the tap on Speccy releases. If these games are all good, and if Jetsons is any thing to go by they should be then this new price point could be that shot in the arm the Spectrum needs.

HUT, HUT... TOUCHDOWN

We've had a few letters from readers complaining about the lack of decent American Football software available on the Spectrum, and we've wholly agreed with them, there just hasn't been a decent game on the market. Just recently though a nice chappie named Mark Watson wrote in, enclosing a game promisingly entitled '128K Endzone'. As the name implies it's an American Football game for 128K only machines and is based on the previous 48K version of a game of the same name. Basically Endzone is a multi load, 100 percent text American Football Simulator.

Endzone is a big and quite accurate game with all NFL teams present and a roster of twelve players (what happened to fifty?) including all the skill positions on offense, with fifteen players available on defense. Endzone is supplied on two cassettes and, it is claimed, makes best possible use of the 128K memory available. This is a game which may attract some users, but to be honest as a text only simulation it has it's limitations. To find out more contact Sport-Sim at P.O. Box 116, Colchester, CO2 7SB. The game retails at £8.95 on cassette, £9.95 on disk and the original Endzone (48K) is available from the same source at £6.95.

GARTHY'S GONE!

Well what is going on in the old Speccy world these days? Is it the time of year that everyone migrates to warmer climes? Industry stalwart and professional Clive Sinclair stunt man, James Leach has left YS. Meanwhile Sir Clive Sinclair has left James Leach in order to build an electric bicycle (let's hope it's got a heated saddle for those long winter evenings - making kipper cooking a lot easier). Now the biggest blow of all has come; Garthy, professional Catweasel and Gary Glitter impersonator is trying to sell (or crash) the Garthmobile before he ups and offs from SU's hot seat, leaving it in the capable buttocks of Big Al' who has promised to stop eating bagels, hassling Steve Keen's girlfriends and generally shape up and look a little less tidy. More will be revealed about this shock departure next month but meanwhile the Spectrum world remains shaken and devestated by this horrific event, especially the SU Crew who were recently seen getting even more devestated in a local fine ale hostelry!

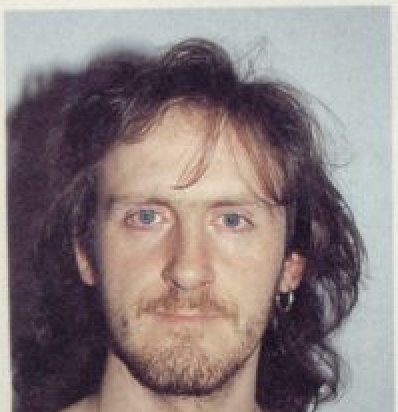
BIRTHDAY PARTY

Early one Monday morning an important looking note arrived at SU towers: "We are writing to tell you about ZX '92, a celebration of the tenth anniversary of the best selling ZX Spectrum computer, which continues to attract new users and applications a decade after it's launch." Tina immediately ran up to Big Al's coffin on the top floor and resurrected him, "get up, Clive's having a party!" She was wrong, Clive isn't holding the party, it is in fact being hosted by a mad group of Speccy enthusiasts.

ZX 92

This group includes such well known Spec-boffins as Mel Croucher, Simon Goodwin, John Wase, Sean Sanderson and Andy Wright. The Party will be held in Cambridge during May and should feature appearances by Sir Clive himself, ex-Sinclair designers, Software programmers and users. There will be a big screen showing the history of the machine, with game and utility blasts from the past and lots of other features and memorabilia.

Unfortunately ZX '92 is not open to the public but Sinclair User should be well represented and we'll be reporting on the outcome around July-ish.



Garth Sumpter, five feet ten, blue eyes, massive headache. Keep an eye out for this sad, sad missing man!

Big Al' Dykes, Six feet three, green eyes, in a deep sleep. Filling Garth's shoes could prove an odourous task!



SU CREW

ALAN DYKES



Al' a former wandering wellington wearer and turbo charged monopoly player of some note, has been having a tough time this month. No-one has yet replied to his pen-pal plea in last month's Pendemonium section, so he still has no friends. His girlfriend has also just left him in a fit of jealousy after he refused to marry her on the grounds that she "couldn't pack a decent bagel". To make things worse Garth has suddenly disappeared, frothing at the mouth, thus creating a vacum otherwise known as the Editor's chair, which the big guy has been sucked into. Unfortunately Alan is a lot larger than Garth so not all of him fits into this vacum. He is currently missing his head and right arm.

GARTH SUMPTER



Erstwhile SU editor and pidgeon fancier, Garth Sumpter cannot be found anywhere this month. Rumour has it that he has gone completely berserk and is now wandering around the Australian outback uttering phrases like "G'day mate, 'ave yer seen Yvette Nichols anywhere", and "giv' us a tinnie sport, me job's just been nicked by a mad Paddy." Other sources have claimed that he turned up at Hannah Smith's house about three weeks ago with a wooden horse and a colt 45 water pistol, claiming to be Billy the Kid and demanding some tips for WWF Wrestlemania. To be honest we don't know where he is, so you'll just have to wait until next month's 'Sumpter Update' to find out!

YVETTE NICHOLS



Cheery Art Editor Yvette has been having really bad nightmares this month. She keeps dreaming of being chased around Australia by a mad, frothing Cat Weasel with a pot belly - who answers to the name of Bruce Garthsumpter. However she is now finally recovering from this nasty experience thanks to Tina's special weightwiglet therapy which involves lifting weights twice a week and eating fifteen packets of twiglets every day. "You spend a lot of time thinking about the toilet", Yvette was quoted as saying.

TINA ZANELLI



The best known ex-Goth in north London has been causing earthquakes in the software industry this month. Famous for her sharp wit, sharp knives and blunt sales pitch Tina has been cutting strips off software giants who are refusing to produce Spectrum software. Most of her thraets are unprintable and at least one MD has been reported as leaving the country in fear. "It's about time software houses realised that the Spectrum is still a very viable machine, all it takes is a little effort and foresight in producing the right software." Tina has also recently started weightlifting and has been attending 'Billy Chang's, how to become an incredibly dangerous ninja in five easy lessons' classes.

EDITOR: Alan 'Jaws' Dykes DESIGN: Yvette 'wish I was in Africa' Nichols - SU CREW: Garth 'Ancient beard' Sumpter - Pete 'Tartar Sorce' Gerrard, Phillip 'Killer Whale' Fisch, Graham 'I was upstairs, honest' Mason. - AD MANAGER: Tina 'I'm not a Goth!' Zanelli - AD PRODUCTION: "Matthew 'What film?' Walker - MARKETING MAN: Mark 'Speech, speech' Swallow - MARKETING WOMEN: Sarah 'Pink room' Ewing, Sarah 'Where is it Al?' Hilliard - PUBLISHER: Graham 'Dad' Taylor - MANAGING DIRECTOR: Terry 'Good morning. ' Pratt - (c)1992 EMAP IMAGES - 071 - 972 6700 (Ting-a-Ling!) - FAX 071- 972 6701 (bleep, bleep) - SU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU - Colour by Proprint - Printed by Kingfisher. Typeset by Altyp inc. On a lighter note I really hope that Garth can be found again. I hate to think of the poor chap wandering aimlessly around the world, searching for Spectrum user groups. I hope Puff is feeling much better too! Incidentally, anyone writing to Suck Up For Software had better be nice to Al from now on 'cos otherwise they won't get any software.

UPfront

48K SPECTRUM IS FINALLY REPLACED

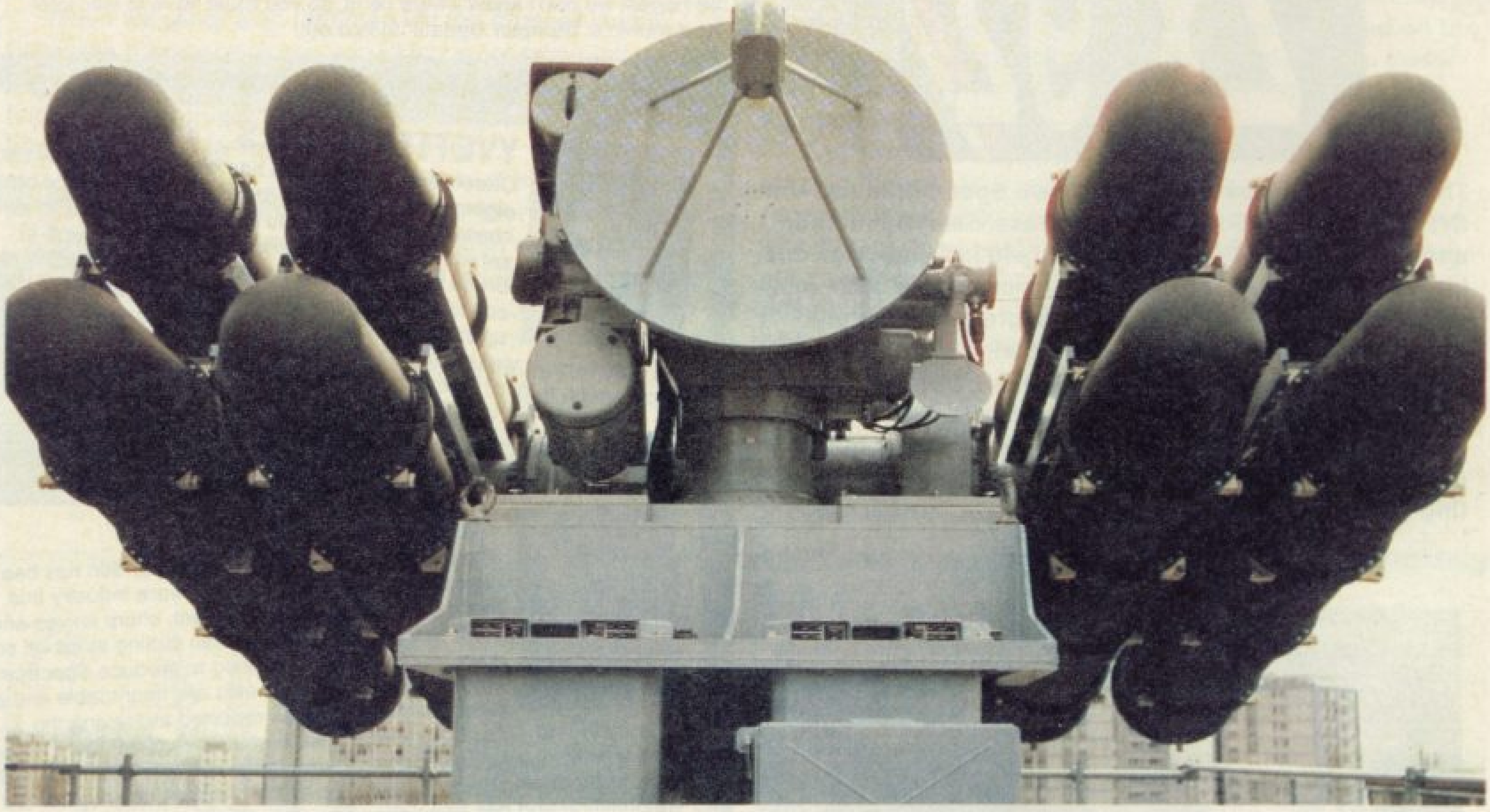
Shocking documents recently leaked from the Ministry Of Defence reveal that the U.K. Land, Air and Sea home defence network (LASEA in military jargon) is about to be updated, despite budget cutbacks in almost every other area of defence. The MOD official claimed yesterday that the report was 'barking up the wrong tree' and that LASEA was still very good despite her apparent age.

However, an unofficial source explained that LASEA's current 48K Spectrum control modules were outdated and they were now considering a move to 128K +2 machines for defence network control right into the next century. "LASEA's 'Centrally Organised Land Area Radar' (COLAR), 'Long-range Enveloping Air Defence' (LEAD) and 'Boat Only Naval Envelopment System' (BONES) take up a lot of memory and although the quick loading option of the +3 would have been of use it is unfortunately no longer available, thus the +2 is the main option". SU's military expert, Major Problem (retired), claimed however, "This is not a serious setback because the nice bleeping noises made by the +2 while loading will no doubt facilitate the quick adjustment of existing personnel to what, after all, is a much more complicated machine".

A contact at Amstrad was quoted as saying "If only we had known about this we wouldn't have discontinued the +3". She continued, "National defence is very close to our hearts here at Amstrad and LASEA has been very popular, in fact we regard her as a national institution, just like the CF2 disk drive and Tottenham Hotspur FC, furthermore we would like the MOD to know that they have our complete support, especially if they're being privatised".

Mr. Paul Tax, OBE., a local Conservative M.P. for South Rambling in Lincolnshire stated that he hadn't seen or heard of LASEA recently but that the defence budget cuts would definitely be carried through as planned. He doubted 'very much' whether a 'new young pup of a system' would receive funding to replace an already operational and "Let's face it chaps", not yet long in the tooth one. However Ben Worker, a Labour representative for Battersea claimed "LASEA has found a home here in Battersea and a lot of the lads depend on her for their jobs". "An update could mean even more work".

A leading Scottish Nationalist 'wasnee' available for comment yesterday.



STORM IN SPORT POKER PROBE!

Hands outside the covers boys, 'cos cor blimey, luv-a-duck Storm are about to launch the naughtiest piece of software since "Steve Keen's Ornitholigy Lessons" was banned by the House of Lords for having too many birds exposed on one computer program. It's called Covergirl Poker and is being launched in conjunction with the 'Daily Sport' and 'Sunday Sport' newspapers.

Play 'strip' poker against eight of the Sport's top models and see if you can get them to reveal a bit more than they should. (Or more than your mum would like them to, anyway.) Once you've got the game you are also entitled to enter a special 'Sport' newspaper competition with prizes of Calenders (Phfoarr!!) and software. Out soon on Cassette, £11.99

GOT A HAND-HELD ?

GET

HAND-HELD
GO!
VIDEO GAMES

IT'S FREE WITH C&VG



THE HARDEST CONSOLE & COMPUTER MAG IN THE GALAXY !

WWF COMPETITION WINNERS



ULTIMATE WARRIOR VS SGT SLAUGHTER - Rakesh Radia, Kingsbury London, NW9 4QP



MACHO MAN RANDY SAVAGE - James Richardson, Swindon, Wilts, SN3 1NN



THE MOUNTIE - Mark Carroll, Cornwall, PL15 9EP

In January, issue No. 120 we ran an absolutely rad competition for all you WWF maniacs out there in Speccy Land. "Send in a drawing of your fave WWF star, or commentary on a wrestling bout ," we said and wow, did we get some amazing entries? Judge for yourself with the pics below and remember, these represent only only some of the best we recieved. We could have filled the whole mag with the rest! Unfortunately we got a lot of really sad entries too, so get some practice in 'cos we're gonna be running a lot more drawing comps in the future! Each winner recieves a WWF video, courtesy of Ocean Software.

OTHER WINNERS, Sorry we couldn't print them!

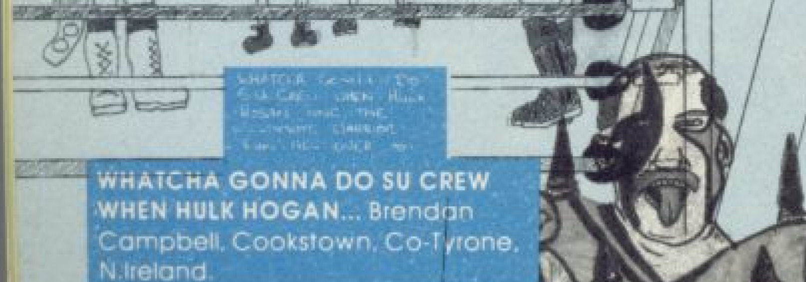
THE UNDERTAKER - Russell Chandler, South Croydon, Surrey, CR2 8DU

MACHO MAN - Lee Pearce, Fishponds, Bristol, BS16 4EG

BIG BOSS MAN - Adrian Russell, Roxburghshire, Scotland, TD8 8HQ.



SGT SLAUGHTER - Stuart Cox, Haverhill, Suffolk, G39 0AP



WHATCHA GONNA DO SU CREW WHEN HULK HOGAN... Brendan Campbell, Cookstown, Co-Tyrone, N.Ireland.



HAWK, FROM LEGION OF DOOM - Kevin Talbot, Liverpool, L8 0QX.

This was one of the few text entries we got for the competition and it was certainly the only one that made sense! So Chris Lewis, of Tornbury, Bristol, BS12 1BT wins a video for:

SU CREW (THE REAL WORLD TAG TEAM CHAMPIONS!)

"In the ring, weighing in at 387lbs, from Sinclair User, London, we have Garth Sumpter and Big 'Al' Dykes. They're called the S.U.per Boyz and they currently hold the World Tag Team title. Now entering the ring with a combined weight of 582lbs it's The Nasty Boys, from hell and back. The Nasty Boys climb through the ropes and take off their jackets. Ding, Ding goes the bell."

"Starting for the S.U.per Boyz is Big Al, he dives forward and headbutts Brian Knobbs in the chest, but gets lifted up and suplexed, then thrown to the ropes and clothes lined. Al crawls over and tags Garth who climbs in and punches Knobbs then kicks him. Knobbs tags Saggs, who climbs in but is knocked down. Garth climbs to the top turnbuckle and launches himself into the air but is caught in midflight and powerslammed. Garth tries to tag Al but is pulled back. Saggs puts Garth into a Camel Clutch, then kicks him in the back. Things are looking bad!"

"Suddenly, from nowhere, Tina, Yvette and Steve Keen appear. While Yvette distracts the referee, Steve and Tina whack both Nasty Boys behind the knees with a +3 Spectrum. Both Knobbs and Saggs fall to the floor. Big Al sees the opportunity and goes for a pin. The ref hits his hand against the canvas once, twice, and finally a third time, the S.U.per Boyz have won this amazing match and retained their title!"

HACKING SQUAD

Spring is in the air and little bunny rabbits and fluffy lambs are frolicking in the fields. Sigh. Anyway, back to reality. I can see Garth skulking in a corner holding a big stick with a malicious grin on his face, so I'd better do some work. He hates fluffy lambs - something to do with the one that caused him to write off his car in Wales a few weeks ago. Baaa!

In a packed Tips section this issue there's the rest of the passwords for Lemmings, including one for the secret level 61.

There are the definite POKEs for the Dizzy series of games - prompted by stacks of letters from people as far apart as Selkirk and St Leonards-on-Sea.

There are also tips and cheats for all manner of games - some new, some absolutely ancient.

Whatever your favourite games, SU aims to make your lives a little bit easier by bringing you the tips that other magazines try to copy.



INDEX

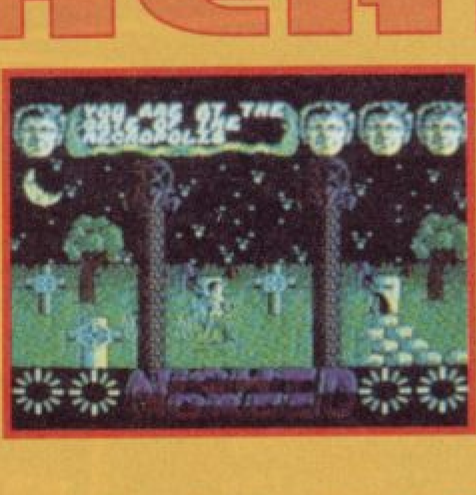
CHAMPION CHEATS

NIGHTBREED

By pressing "T" you can instantly change into the incredibly brave Cabal and so beat the really mean monsters, so says Martin Day of Dorchester. And he's also got a cheat for...

BUMPY

Select the controls from the title screen and then press down all the



keys. The game will then start and you will have 99 of every thing. Martin's also got a cheat for...

SPINDIZZY

Type in PAT on the high score table and you'll be awarded infinite time.

Thank you very much Martin.

HACKING SQUAD

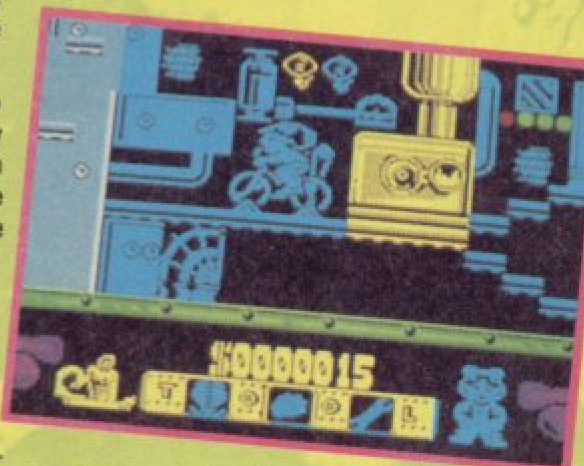
SOLUTION CITY

NIGHTSHIFT

Stuart Armstrong from Aberdeen (where they have the big cows) has sent in the complete solution for Nightshift.

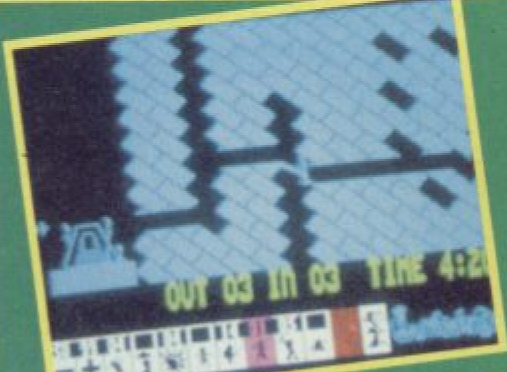
This will no doubt please the people who have written to me this month, currently tearing out huge chunks of their hair in frustration over this game. So, Stuart, take it away (but not until you've told us those juicy tips).

1. Banana / banana / banana / banana
2. Cherry / banana / banana / lemon
3. Banana / cherry / pineapple / plum
4. Pineapple / lemon / pineapple / pineapple
5. Pineapple / pineapple / lemon / cherry
6. Cherry / plum / plum / plum / pineapple
7. Cherry / pineapple / lemon / banana
8. Pineapple le / banana / pineapple / cherry
9. Pineapple / lemon / lemon / cherry
10. Lemon / banana / plum / plum
11. Banana / pineapple / cherry / plum



12. Cherry / plum / banana / plum
13. Plum / cherry / banana / pineapple
14. Pineapple / cherry / plum / banana
15. Plum / plum / pineapple / pineapple
16. banana / banana / pineapple / banana
17. Banana / plum / cherry / plum
18. Plum / lemon / lemon / plum
19. Lemon / pineapple / cherry / plum
20. Cherry / pineapple / pineapple / cherry
21. Lemon / cherry / pineapple / pineapple
22. Plum / lemon / cherry / banana
23. Plum / cherry / cherry / lemon
24. Plum / pineapple / lemon / lemon
25. Banana / pineapple / pineapple / lemon
26. Plum / cherry / cherry / banana
27. Banana / cherry / lemon / banana
28. Plum / banana / banana / pineapple
29. Cherry / plum / cherry / pineapple
30. Cherry / cherry / banana / plum

And if you're not feeling a little fruity after all that, then there's something wrong with you.



Lemmings

Last month we printed the passwords for the first 30 levels of Lemmings. Now, thanks to Mark Cooney of Aylesbury in Bucks, you can cheat and play any level you want. Here are levels 31 to 61

TAXING:

31: H,C,G,O,L,O,N,P,D,X
32: C,M,O,L,M,G,L,Q,D,J
33: C,C,J,J,L,D,M,B,E,X
34: J,K,H,L,D,M,V,V,E,N
35: D,H,N,L,I,B,A,D,E,P
36: I,D,L,M,C,I,O,E,E,U
37: L,D,M,C,C,J,N,F,E,P
38: E,M,C,I,J,M,L,G,E,W
39: M,C,E,O,L,L,D,H,E,W
40: C,M,N,L,L,E,M,I,E,P
41: C,E,K,K,O,L,I,J,E,K
42: I,K,H,M,E,M,C,K,E,X
43: N,H,M,L,I,C,A,L,E,W
44: H,O,D,I,B,M,N,M,E,M
45: M,L,!,B,A,J,N,N,E,J



MAYHEM

46: L,M,B,I,J,O,O,O,E,J
47: K,C,A,O,L,M,M,P,E,S
48: C,K,N,L,M,D,M,Q,E,V
49: C,C,K,M,N,N,K,B,F,R
50: I,J,J,L,G,M,C,C,E,S
51: O,H,L,F,M,C,A,D,F,N
52: I,L,F,M,C,K,D,E,F,J
53: L,F,M,C,E,J,M,F,F,T
54: G,I,C,K,K,O,L,G,F,X
55: M,C,H,M,N,L,F,H,F,L
56: B,K,O,M,N,F,I,I,F,O
57: C,A,J,J,M,G,M,J,F,S
58: K,K,K,O,O,I,C,K,E,V
59: D,H,M,F,M,C,A,L,F,W
60: H,M,N,I,B,M,O,M,F,W

SECRET

61: M,F,M,C,G,K,N,L,F,O

Mark would also like to know if anyone has a cheat for the game Platoon. As usual, send it in to me at Hacking Squad.





HANNAH'S POKEs

HACKING SQUAD

Al (Lemon Juice) Jones from Oldham in Lancs is obviously a highly intelligent and devastatingly handsome individual, judging by his letters (and that has nothing to do with the fact that he was very flattering about the playing tips section of this esteemed mag). Obviously a discerning person with acres of good taste, he has quite rightly canceled his subscriptions to the other magazines and now is a loyal reader of SU. You will be rewarded, Lemon Juice (perhaps not in this life, but there you go.) Anyway, he's a great fan of the Dizzy games and has sent in some multiface POKEs to help make the games a bit easier.

DIZZY PRINCE OF THE YOLKFOLK

39924,62 - extra energy

30899,96: 30890,4 - infinite lives

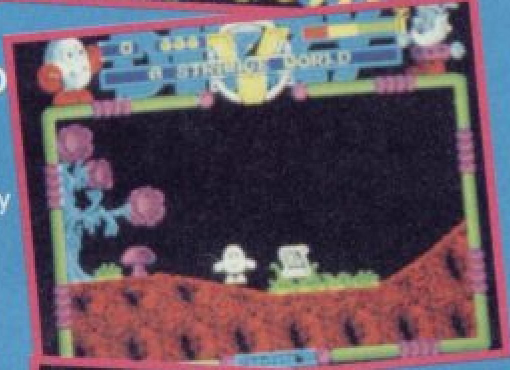
37526,20: 37550,0: start with 20 cherries



DIZZY SPELLBOUND

51291,0 infinite lives

40764,0: infinite energy and immunity under water



DIZZY MAGICLAND

29623,4 - infinite lives

38358,30: 38382,0: start with 30 diamonds



BUBBLE DIZZY (no death)

```
10 BORDER 0: PAPER0:
   INK 0:CLS
15 LET lemonjuice = 23296
20 FOR a= 23296 TO 23350
30 READ j: POKE a,j: NEXT a
40 RANDOMIZE USR
   lemonjuice
50 DATA 221,33,9,64,17,0,27
60 DATA 62,255,55,205,86,5,
   48,241
70 DATA 221,33,0,192,17,86,24
80 DATA 62,255,55,205,86,5,
   48,241
90 DATA 221,33,0,92,17,
   160,144
100 DATA 62,255,55,205,86,5,
   48,241
110 DATA 175,50,190,168,50,
   26,178,195,152,128
```

Keep those POKEs and tips coming in Lemon Juice.





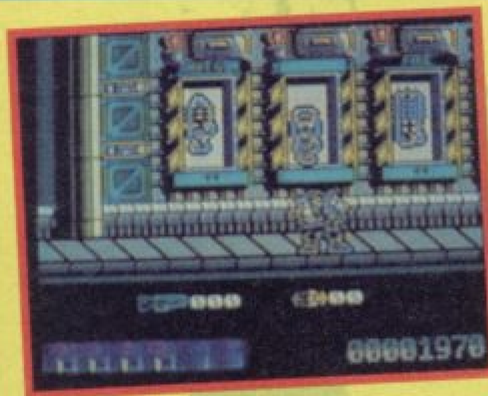


DIZZY FANTASY WORLD

63001,0

62942,30:

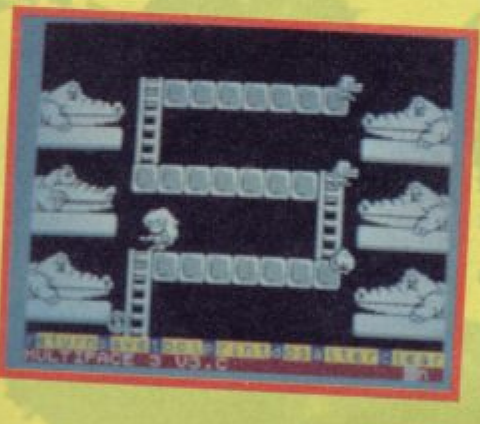
62966,0: start with 30 coins



MIDNIGHT RESISTANCE (128K only)

Resistance is useless, but not if you have this multiface POKE sent in by Gerald.

POKE 36633,0 - infinite lives. And if that wasn't enough...



RODLAND

POKE 57801,0 - stops the nasties from coming to get you.

DOUBLE DRAGON 3

Gerald Noble of Stroud in Gloucester has just finished Double Dragon 3 and thinks it's a great game. He's found this Multiface POKE for it too.

POKE 39227,0 - infinite coins



HACKING SQUAD

TONS OF TIPS



Mike Kenna from Bristol (where my granny lives) has sent in some useful little tips

MANCHESTER UNITED

If you press the "player two" fire button while playing a one player game, the opposition stand still.

GEMINI WING

Passwords

Level 2 - eyeplant
Level 3 - whatwall
Leve' 4 - hoodnite
Level 5 - Skulldog
Level 6 - Big Mouth
Level 7 - Creepish

SPHERICAL

Player One:

Level 9 - Radagast
Level 19 - Yarmark
Level 39 - Orcslayer
Level 59 - Skyfire
Level 75 - Mirgal

Player Two:

Level 9 - Ghanima
Level 19 - Gliep
Level 39 - Mournbalde
Level 59 - Jadawin
Level 75 - Illuminatus



PIPE MANIA

Level 5 - DICC
Level 9 - NAIL
Level 13 - ONCE
Level 17 - ROPE
Level 21 - PENS
Level 25 - SLIP
Level 29 - EACH
Level 33 - RISE

HYDROFOOL

Martin Day from Dorchester in Dorset has sent in these tips for our prize game Hyrdofool.

Horseshoe kills the sea horses

Harpoon kills the baby whale

Hook kills the wolf fish

Spoon kills the jellyfish but nothing will kiss the piranhas

Add to this the password, courtesy of Iain Pankhurst from Benoni in South Africa, and you'll be well on your way to finishing the game. The password is Devil.

HARD DRIVIN'

Graham Waugh from Prestwick in Scotland has sent in these tips for any budding Nigel Mansells who are still having trouble handling the game Hard Drivin'.

Use small steering movements to keep the car under control, - don't wrench it about too much or you'll crash.

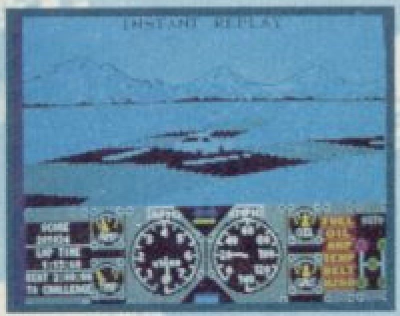
Begin maneuvers well in advance to give yourself plenty of time.



Speed track:

Your only problem here is to keep the car on the track and avoid other traffic.

There are one or two trouble spots though - the tight left hand corner at the top left of the track on the map. This should be taken at no more than 55 mph. The long sweeping bend that follows should be entered at 60 mph, then gently speed up to leave it at speeds between 75-80 mph. Then just go as fast a possible for the finish.



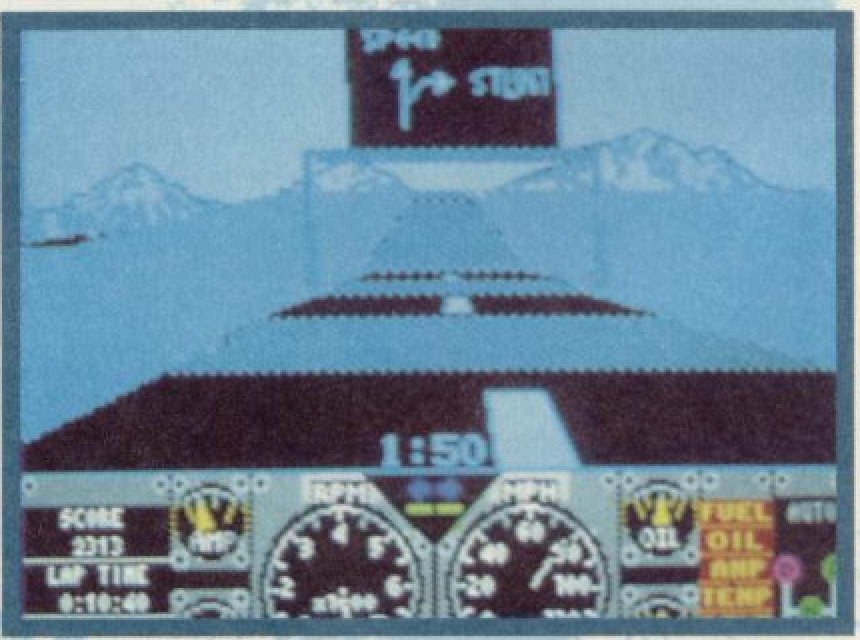
Stunt track:

From the beginning of this track just go as fast as possible, but remember to slow down to 60 mph just before the right hand turn. After that there's a bridge - don't take it at any more than 65 mph.

The corner before the loop is the trickiest. Slow right down to 40 mph and use the whole road. Once you are completely round, go straight for the loop and accelerate towards it and then around it.

Exit the loop and continue accelerating up the hill, but break to speeds between 55-60 mph before going over the brow.

Accelerate towards the banked section, and with practice, you should be able to taker it at 100 mph! Make sure that the car is flat when you leave the banked section though, or else you might spin out. Finally accelerate to the finish.



Just a quick word to those people who sent in letters begging assistance with games. Sorry it's taking so long. I'll try and answer them all in the tips section next month. Meanwhile you'll find some of the tips, cheats and POKEs you've been looking for in this month's issue. Check the index at the start of the tips section.

So, keep the tips piling in. Remember, it's you who make SU's playing tips section better than the rest! Don't be shy, send your tips to Hannah Smith's Playing Tips, SU, Priory Court, 30-32 Farringdon Lane, London. ECIR 3AU. And you might win a prize.

SPECMAN

HACKING SQUAD

In this month's mailbag I have no less than eight letters, all asking how to use the POKE command, so popular in the world of Spectrum. Questions such as "I typed in the POKE and loaded the game but nothing happened, why?" And "I really want to POKE something but I'm too embarrassed to tell anyone about it." Well O.K., to stop my mailbag bulging with dubious questions of this kind I'm going to get Al' to finally print the whole jobbie and any further correspondence on the subject will be rewarded by a swift visit from the SAS.



POKEs POKEd FINALLY!

There are two types of poke:

MULTIFACE POKE: You must have a Multiface to use this poke, otherwise, no matter what you type it will have no effect whatsoever!

POKEing with a multiface (Multiface 3 or similar) was covered in issue 116, answering a reader's letter, but just in case you didn't get the message here it is again.
(1) Plug multiface into the large port at the back of your Spectrum .
(2) Load the game
(3) Press the ominously red button on the top of the gubbins, (using one finger only, remember it could all be too much to handle if you go getting adventurous with your multiface.)
(4) Follow all on screen instructions.

POKE PROGRAMS: These alter the program after it has been loaded. There is nothing magical about them and they must be typed in exactly as they are printed in the magazine, otherwise they WILL NOT WORK!

Note: If you type in POKE 32768, 10:LOAD " " and nothing happens it's because a Spectrum compiles information in ascending order, wiping any existing instructions from it's memory locations. In this instance, once the program has reached memory location 32768 it will automatically overwrite the POKE instruction, rendering it useless.

KEY ABUSE

Specman, just recently my Spectrum has lost the use of five keys on the second row of the keyboard. A, S, D, F, G, no longer operate. Can you explain this and can I do anything about it?
T. Wilson, Cambs.

It sounds as though the thin membrane underneath your keyboard has perished. I'm afraid once this happens it doesn't get any better. The only thing you can do is visit your local repair shop or else look through the classified pages of this very magazine for repair shops.

PROCESSOR, WOT?

Dear Specman, I know a Speccy has a Z80 inside it, an Amiga has a 68000 and a Commodore 64 has a 6502. These are processors, right? But what the heck are they?
M. Morgan, Cardiff, Wales

Processors are at the heart of every computer. They process information given to them by machine code, which provides instructions, and act according to the information given. However each processor has it's own instruction set which is why all computers end up acting differently.

THE WRONG COMPUTER!

Manspec, I'm told that software houses don't actually program software on the Spectrum, they do all their current games on other formats. How come? Surely no other computer can run a Speccy program. Also, if this is in fact the case, why aren't graphics getting better if everything is done on an Amiga or PC.
P. Cooper, Birmingham.

It's true that other computers cannot run Speccy programs. However, to program games software houses use a device known as an assembler, run on a more powerful computer like a PC ('ere, you're nicked mate!) This computer then actually communicates with the Speccy. The conversation goes something like this: PC: "Hello little Spectrum, I have some code for you..." Spectrum: "Radical dude, port it on down mahn." By doing it this way the programmer has a lot of memory to play around with when developing a game, which is then compressed as much as possible to fit 128K or 48K Spectrums. Games developed in this manner do have good graphics, take a look at Double Dragon 3! However the Spectrum will never be a PC so don't expect PC quality graphics.

If you've got a problem. If your Speccy is in a sulk 'cos you've been neglecting it lately, if you need to tell someone, anyone, about it, don't forget, SPECMAN is only a letter away with helpful information, hints and tips.

Write now to: Specman at SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

WORLD CUP

scores	
GRAPHICS	76
SOUND	69
PLAYABILITY	80
LASTABILITY	80
OVERALL	80%

Steve Keen

Don't be fooled by the primitive graphics and the boring pedigree of football management games. This is a winner! I could have played it for ages.

Alan



Wow! It's so exciting it could have wet myself! Well almost. Remember this is a budget game so don't expect miracles, but to be quite honest it could put some full pricers to shame.

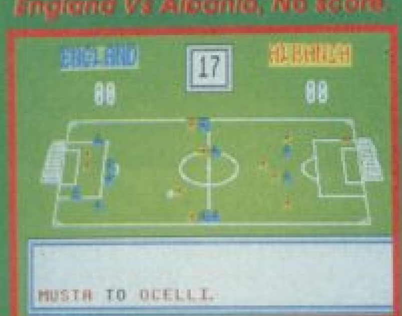


GAME: World Cup LABEL: Cult MEMORY: 48K/128K TAPE£ 3.99

Arrgh! It's not even time for the European Championships and already we're being pestered with footie games. Well every game, even football related ones, deserve a chance. So let's see what this one has to offer!

World Cup is basically a football management sim but don't let that put you off. It benefits from having loads of menus that are all incredibly accessible from one load. You can flick between them instantaneously, avoiding the boredom and distraction of a lot of management games which have a multi-load format.

England Vs Albania. No score.



World Cup allows you to choose which team to lead and which World Cup group you want to play in. Additionally all teams are fully re-created with genuine international player names which, in my opinion, is a big bonus. As the manager you may remove players who are not up to scratch, change names, select individual members to go into training and then actually train the whole team as you see fit! Furthermore you can swap positions and spy on other international sides to discover if their tactics include operating the sweeper system on defence or, like Big Al and Jack Charlton, going straight in, studs up at the kneecaps!



Subbuteo style footie. Great fun!



The full line up for the England team. Your choice!

Absolutely every event and condition of managing, coaching and organizing a football team is here, and I defy anyone to think of an option that's not. When everything's sorted it all boils down to the match though, and what happens when the big day arrives:

Each game is watched in a humourous Subbuteo mode. The pace can be speeded up or slowed down, and interaction is maintained by the ability to substitute players at any time. It's actually a lot more exciting than it sounds. Watching the ball rattle around the pitch from end to end and player to player is so exhausting I had to lie down for a few hours after my first game! Match commentary is displayed on screen with player names and the success or failure of each move is commented upon.



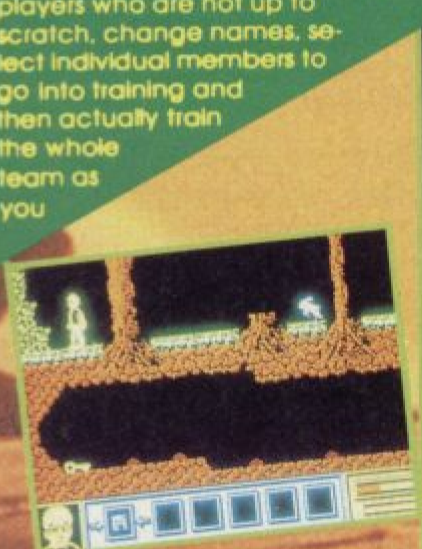
There are lots of yummy menus in World Cup.

There really is so much here I've really only scratched the surface, suffice to say that this is a refreshing twist to the football management genre. The balance between strategy and action has been bridged, on budget, at last.

JONNY

[illegible] fall into the water! It is the first major life-[illegible] obstacle. Jump as far as possible.





If you've never heard of Jonny Quest before, don't worry, you're not alone. However, Hanna Barbera assure us that in America this character is as famous as [illegible] Scooby Doo and his [illegible] like side-kick, Shaggy.

Jonny's [illegible] portance whatsoever, but [illegible] this sort of game, if [illegible] sure to mean curtains for your character later on.

International SPEEDWAY



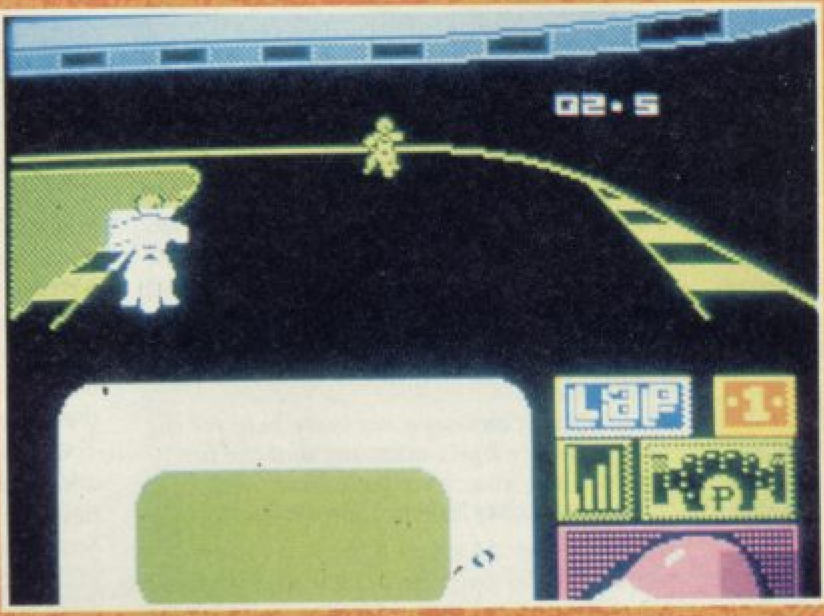
Tina
I really enjoyed International Speedway, I constantly sneaked into the games room to play it and Alan finally had to ban me from it. It's easy to play and easy to get places in (I was Italian Champion!), however I don't think I could play it for too long.

GAME: International Speedway
LABEL: Codemasters
MEMORY: 48K/128K
TAPE£3.99

scores	
GRAPHICS	56
SOUND	54
PLAYABILITY	71
LASTABILITY	62
OVERALL	59%

Big Al Dykes

International Speedway is an entertaining, but throw-away title with relatively poor graphics and sound and little in the way lastability. It is quite playable though which counts for something, but unless you really want a motorbike sim I would advise against this game.



I've always thought of myself as a bit of a James Caan Rollerball freak. I mean, I've got the looks, I've got the body and I've certainly got the ability. The problem is... I don't have have a supercharged motorbike with spikey wheels!

International Speedway has changed all that. Now I'm in there with the boys, revving up my engine and generally creating trouble on the race track. The basic idea behind International Speedway is to get to the top of your local, national and continental speedway championships, beating all before you. It's actually very easy to progress to the top of the local and national tables. International is something else though.

This is of course the theory. Unfortunately singularly uninspiring graphics and sound and repetitive gameplay means that you'll hardly want to progress to later levels. It's not that the game is too easy or too hard (there are three difficulty levels), but all the circuits are basically the same. The only things which actually change are the colour of the track, the position of your rider and the standard of the opposition.

Control involves leaning left or right and making forward progress using normal throttle or a once off booster. This booster is useful for quick starts, or if you reckon you're a bit of a skill rider, for boosting past the opposition coming out of the first corner.

International Speedway is enjoyable enough for the first hour or so and it actually gets quite competitive after a while, but unless you're a speedway freak you'll tire very quickly of it. Well, to be honest, even if you are one it won't last very long.







QUEST

GAME: Jonny Quest LABEL: Hi-Tec MEMORY: 48K/128K TAPE£ 3.99

It doesn't take long for you to get really bogged down in Jonny Quest. Initially it seems like a simplistic adventure ramble, but you soon realise that you'll have to utilise all the cunning of a one legged fox caught inside Battersea Dogs home to get out alive.

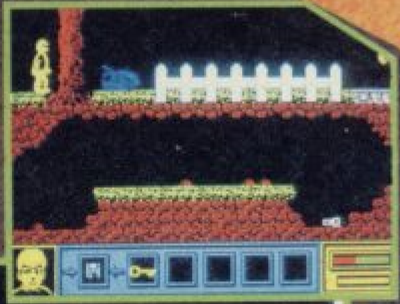
Unfortunately Jonny only has a very meagre supply of energy to start off with, so the sooner you learn to utilize his punching ability or find that handy stun gun, the better.

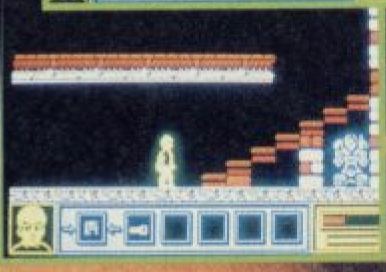
Jonny Quest is a pleasant smoothly scrolling affair with just enough puzzles to keep the average player entertained. Graphics are meager but purposeful, which, unfortunately, is also how I would describe the gameplay.

scores	
GRAPHICS	70
SOUND	65
PLAYABILITY	78
LASTABILITY	75
OVERALL	76%

Steve Keen

Nothing new here, Jonny Quest is reminiscent of so many other adventure games it's unbelievable. Nicely presented, and mildly entertaining but no lasting appeal except, perhaps for younger gamesplayers.





Where will the quest lead now?



Alan
Keyboard only controls, (though a Kempston joystick option is available) made Jonny Quest a real pain for me. However it is a step above most of the seek out and collect adventures that it's readily reminicent of.

tell it to garth

UNCLE SAM IN S.A.?

Garth, first off I want to congratulate you and the whole crew for an excellent magazine. Nothing gets better than this.

Two questions, (desperately requiring answers)...

1. Why are Spectrum products not being sold in South Africa anymore (besides SU).

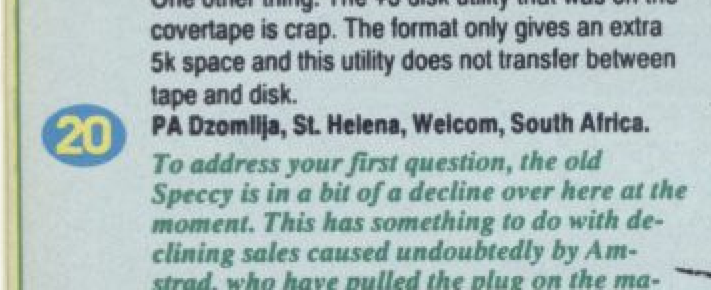
2. If the SAM is going to be marketed in SA when will it be here? I can buy my SAM Coupe direct from Samco but my folks reckon I should wait until it is released here and then buy it.

I have a suggestion for the cover tape, why don't you include a utility that allows music composing on the Spectrum? I ask this because I've had my +3 for years and I still haven't figured out how to use PLAY properly.

One other thing. The +3 disk utility that was on the covertape is crap. The format only gives an extra 5k space and this utility does not transfer between tape and disk.

PA Dzomlija, St. Helena, Welcom, South Africa.

To address your first question, the old Speccy is in a bit of a decline over here at the moment. This has something to do with declining sales caused undoubtedly by Amstrad, who have pulled the plug on the machine (they're not making any more at the moment), and the software houses responsible for games programs. They've started to either reduce the amount of full price games that they produce - or stopped producing Spectrum stuff at all.



TAPE TWIT!

Garth, nine times out of ten I buy SU. The rest of the time I buy another brand of washing powder. Needless to say though, Daz doesn't have any Spectrum cover tapes so at least once every year I end up without any freebie games which doesn't really matter 'cos I'm so rich I can afford to buy my own full price games. The problem is that I miss all the cheats and pokes that are on the tape. Can I get these back tapes from anywhere?

Tim Whirley, Mansfield, Notts.

Yes, Tim you can. If you do the SU 'Window Test' you'll find that the pages of SU have a curious bluey whiteness that you hadn't noticed before, your hands will feel softer and all your family will be all smiles and happiness and you'll notice that the back issues address for SU is AWI, Memberline House, Farndon Rd, Market Harborough, LEICS, LE16 9NR. UK cost is 2.50 and overseas a fabby 3.50!

TAI DEN CHEAT

When I saw your review of Double Dragon III I rushed down to the shops and snatched a copy off the shelf! It's brill, your review was point perfect. Good graphics, good moves and the weapon store is a nice touch. I have got to Cleopatra four times now and still can't beat her. Have you got a cheat for this part of the game or any of the other games listed below.

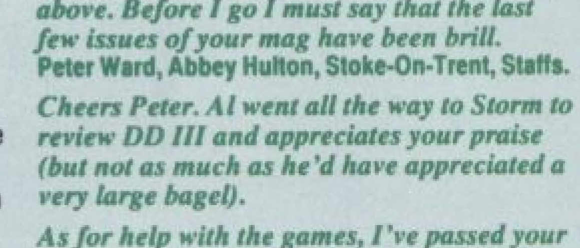
Midnight Resistance Green Beret Robocop I R-Type

Have a heart and send me some help for the above. Before I go I must say that the last few issues of your mag have been brill.

Peter Ward, Abbey Hulton, Stoke-On-Trent, Staffs.

Cheers Peter. Al went all the way to Storm to review DD III and appreciates your praise (but not as much as he'd have appreciated a very large bagel).

As for help with the games, I've passed your request onto the lov-er-ly Hannah and she says she'll see what she can do... (Which may involve something to do with a very sharp brolly and an inflatable donkey.)



WHAT, NO SPECTRUM?

Every single time I go into my local computer shop there seems to be less and less Spectrum software available, especially of the full price, quality variety. Also in your magazine there are less mail order advertisements for people selling Spectrum software than at any other time in my memory (and I've been a loyal reader for a while now), while most of your reviews are for budget games or re-releases. What is going on? I know the Spectrum has been out for more than ten years now but it is still a good machine and there must be many owners in the same position a me. Why, when Spectrum software seems to be finally starting to push the limits of the machine's capabilities does everyone want to stop selling the damn stuff!?

A frustrated Spectrum owner, Iain Goodge, Worthing, West Sussex.

Our sentiments exactly, and the sentiments of all other Spectrum magazines, user groups and active owners. I keep getting phone calls from aggravated readers who are not only concerned about what the software houses are producing but are also concerned about what the shops are actually selling. How are games going to do well when you can't actually find them in the shop! All is not lost however, by any means. The major software houses are still planning products for the rest of the year and from what we've seen of them they look good. Let's just hope you can actually get your hands on them when they're finally released.

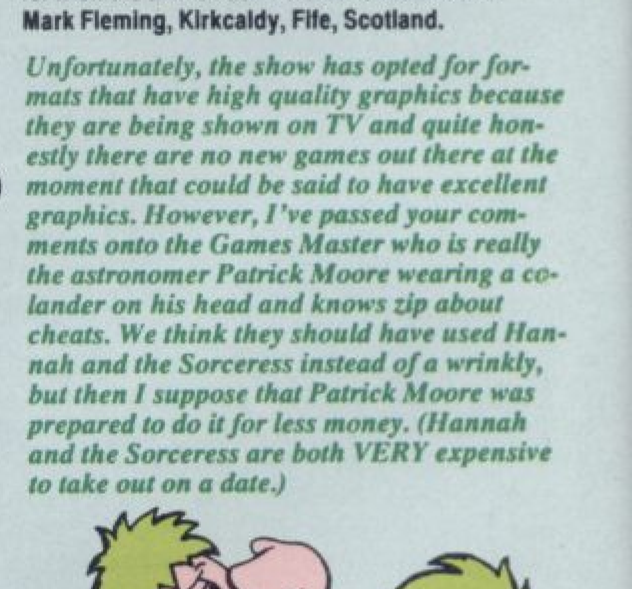
GAMESMASTER? RUBBISH!

For ages I've been waiting for a wonderful TV program dedicated to computer games, and finally it has come. Gamesmaster. I eagerly tuned into Channel 4 to watch it and what did I get for my trouble? Sega and Nintendo rammed down my throat, that's what! First thing on the program was a challenge from the games master for a boy to collect 50 coins in the game Super Mario 3, then we had another challenge involving Man Utd. Europe on the Sega Megadrive. I watched the whole program hoping for some Speccy news but to no avail. There were Nintendo and Sega review sections and a special feature on the Gameboy. Don't you have any influence on the program? Can't you ask them for some Spectrum stuff?

PS I'm sorry for the rude words in this letter like Sega and Nintendo but I had to use them. Before I go please tell Hannah "Hacking Squad" Smith to keep up the good work! Does she have the poke for Bionic Commando? I did have it but lost it.

Mark Fleming, Kirkcaldy, Fife, Scotland.

Unfortunately, the show has opted for formats that have high quality graphics because they are being shown on TV and quite honestly there are no new games out there at the moment that could be said to have excellent graphics. However, I've passed your comments onto the Games Master who is really the astronomer Patrick Moore wearing a colander on his head and knows zip about cheats. We think they should have used Hannah and the Sorceress instead of a wrinkly, but then I suppose that Patrick Moore was prepared to do it for less money. (Hannah and the Sorceress are both VERY expensive to take out on a date.)



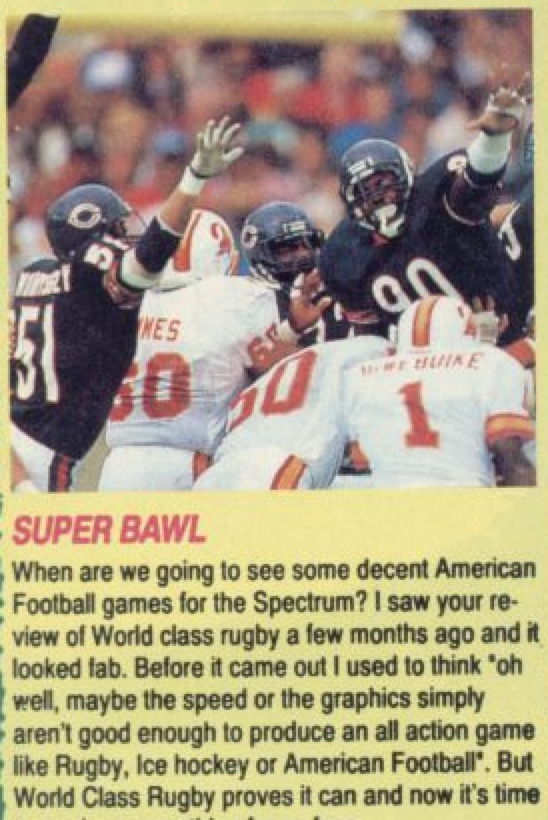
WHERE IS IT NOW?

I am writing about a game from eons past. It was a text adventure called 'Dungeon Master' released in about 1983 by 'Crystal' (or something similar). If you know of anywhere I can get a copy, or if any of your readers have an unloved copy lying around in a corner somewhere I would be eternally grateful, as my boyfriend is driving me mad with 'Lemmings'!

Yours desperately, Lindsay Birt, Lower Weston, Bath, Avon.



Well you certainly have me flummoxed there as Crystal published mainly for the BBC (no, not the TV company but the computer). I phoned the Sorceress and got her out of a warm, soap-filled cauldron to tell me that there must be loads of text adventures called Dungeon Master and could I stop calling her when she's having her monthly bath. So the only thing I can suggest to stop your boyfriend driving you mad is to chuck him and find a new yourself a new one through Pedemonium.



SUPER BAWL

When are we going to see some decent American Football games for the Spectrum? I saw your review of World class rugby a few months ago and it looked fab. Before it came out I used to think "oh well, maybe the speed or the graphics simply aren't good enough to produce an all action game like Rugby, Ice hockey or American Football". But World Class Rugby proves it can and now it's time to produce something for us fans.
Baseball people have RBI 2, wrestling fans have WWF, so come on you software companies, give us a decent American Footie game and for heaven's sake, not another crappy management simulation.
Simon Bell, Church Stretton, Shropshire.

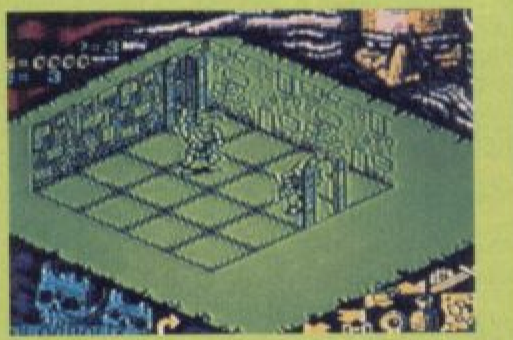
Al reckons that John Madden's American Football on the Megadrive is the dog's hind legs (and several other parts of its anatomy) of American Football but sadly it isn't destined to make it onto the Speccy. However we've just received an American Football simulation (oh no not another simulation) called 128K Endzone, a follow up to the original Endzone which was 48K. It's featured in this issue so take a look at it, and decide...

COMPETITION WINNERS

Hero Quest

FIRST PRIZE WINNERS:

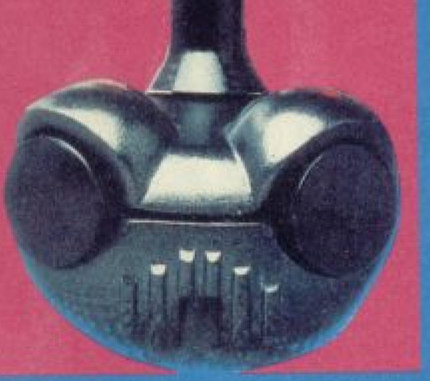
Anthony Saunders, Great Missenden, Bucks, HP16 0PN. Lee Maycock, New Milton, Herts, BH25 6EX. Ann Rimmington, Barnsley, S Yorkshire, S75 5LQ. Dale Smith, West Bromwich, West Midlands, B71 4DF. Oliver Durose, Gunthorpe, Peterborough, PE4 7JP.



RUNNERS UP:

Graham Gillies, Erskine, Renfrewshire, PA8 6HG. Russell Baxter, Rainham, Kent, ME8 8SY. Matthew Francis, Basingstoke, Hants, RG23 8DZ. Christopher Burke, Bangor, Co. Down, N I, BT19 1AA. Richard Booth, St Annes on Sea, Lancashire, FY8 2HB. Ian Dryland, Ashford, Kent, TN23 2LR. Lynne Clay, South Wirral, L65 0EY. Scott Millar, Galashiels, Selkirkshire, Scotland, TD1 2HY. Billy Fay, Church, Accrington, Lancashire, BB5 4AF. Alex Grimsey, Chelmsford, Essex, CM1 2TX.

Bug Joystick



WINNERS:

Craig Milligan, Saltcoats, Ayrshire, Scotland, KA21 5QP. Mark Starling, Roselands, Eastbourne, East Sussex, BN22 8TA. T. Turnbull, Thetford, Norfolk, 1P26 5EG. Neil Currie, Clydebank, Strathclyde, G81 2PG. Colin O'Hare, Liverpool, L6 2LX. Tim Moss, Wade Bridge, Cornwall, PL27 6AF. Richard Caine, Waterthorpe, Sheffield, S19 6LS. Colin Smith, Flixtin, Manchester, M31 2GF. Robert Parker, Cheltenham, GL50 4RE. Phillip Stannard, Southampton, Hampshire, SO2 8DP.

RUNNERS UP:

C. Lewis, Thornbury, Bristol, Avon, BS12 1BT. M.N. Gaden, Hull, North Humberside, HU5 4QN. R. Leicester, Brockworth, Gloucester, GL3 4QP. Alistair Russell, Kircudbright, Scotland, DG6 4AS. R.J. Wright, Norton Green, Stoke-on-Trent, ST6 8NW. L. Philpot, Newport, Gwent, NP9 0EP. David Cook, Wideopen, Newcastle upon Tyne, NE13 7HH. G.S. Crowder, London, N9 9UX. Martin Rome, Sunderland, Tyne and Wear, SR69 9HB. Joe Metcalfe, Harrogate, N Yorks HG1 2AQ. Nigel Richardson, Carishalton, Surrey, SM5 2TW. Mark Boreham, Sudbury, Suffolk, CO10 9SD. Steve Sedgewick, Orpington, Kent, BR6 9SJ. S. Burns, Walton, Liverpool, L4 6UF. Kieth Claybrook, Stockland Green, Birmingham, B23 5MP.

SU Reader Survey

WINNER:

M. Trim, 36 Hillcrest, Southdown, Bath BA2 1HE

RUNNERS UP:

Matthew Davies, Northants, NN8 5BY. Steve Hogarth, Keswick, Cumbria. Scott Young, West Lothian, Scotland, EH48 2JG. Alan Thorpe, Seaham, Co Durham, SR7 7SD. Andrew Hart, New Costessey, Norwich NR5 0RE. Peter Turner, Goatacre, Wiltshire, SN11 9JA. Martin Aire, Staythorpe, Newark, NG23 5EL. Eric Graham, N. Ireland, BTG7 3SN. William Dell, Galashiels, TD1 1RG. C. Stephenson, Barton, Richmond, N Yorkshire.

JETSONS

GAME: The Jetsons
MEMORY:



Fifty dollars up and George is in the tube!

Space. The final frontier. Why anyone would want a front ear is beyond me? But no doubt there's some reason for it, and there's probably a reason for this game too.

In the beginning there was nothing (now where have I heard that before), and then God created man. Man, in his infinite wisdom refused to be out done and promptly, having first gone a little overboard with a lufa, created the squeaky clean Jetsons... Hi Tec's futuristic (but decidedly middle class Amer can) family.

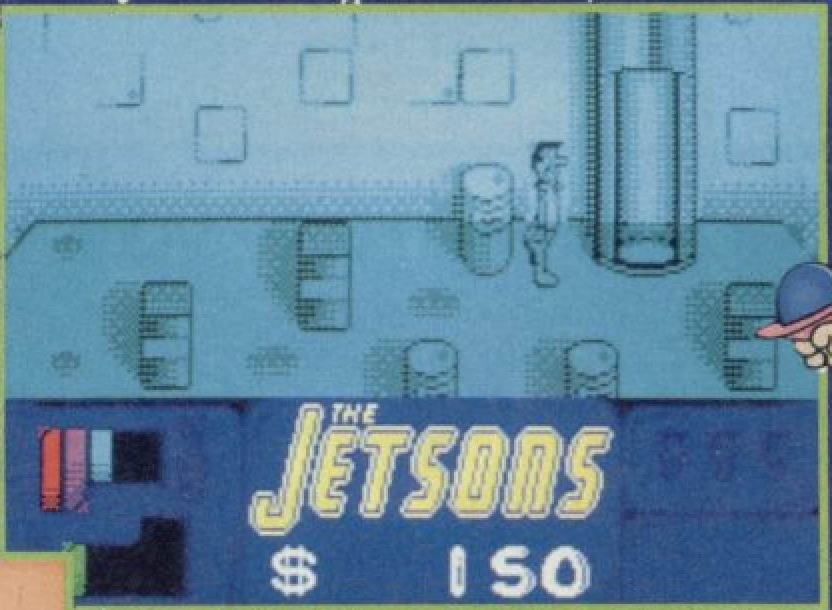
Based on the famous TV cartoon the Jetsons, this spaced out game involves packing the Jetson household off on a holiday. Destination: The beach at Las Venus for a little bit of sun bathing and lots of general weekend leisure antics. I must say I've never been to Las Venus but it sounds good.

George Jetson, the ultra cool, ultra modern space dad wishes man had restricted his creative talents just after he invented breakfast and shortly before he came up with the idea of work. You see, although George only works three hours a day, three days a week he's still not very keen on the idea. Whereas his boss, Mr. Spacely a genuine slave driver by all accounts wants him to work as much as possible. Thus the basic plot is to get George off early from work without incurring the wrath of his boss and solve the various other minor problems the rest of the family encounter.

The maze-like properties of George's factory are bad enough for anyone with the memory retention of a goldfish, but the dangers lurking within the mechanical manufacturer's rooms are prone to catch our George unawares. There are holes in the floor which he can slip into, sending him spiraling to the floors below, moving machinery which can knock him for six and button pressing puzzles that have to be done in the correct order. George also needs to collect various objects to help him through this level.

This really is an environmentally friendly game. George doesn't have a blaster of a ray gun (shame), but must use his brains (or yours), to get





George Jetson does his duck walking impressions. Apparently he is very popular down at the Solar social club for this sort of thing but Jane, his wife tends to frown on it.



Wow, check out the psychadelic wallpaper on the wall behind George.



George Jetson: George is 35 and works for Mr. Spacely as a digital index operator in Spacely Sprockets. He loves his family, hates his job and is adored by the dog, Astro.

Jane Jetson: Mother, housewife and general, all round superwoman. She lists her favourite passtimes as shopping, shopping and then more shopping.

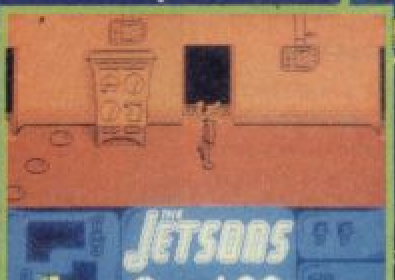
Elroy Jetson: Son of George and Jane. A six and a half year old inventor and professional cute person.

Judy Jetson: The disco mad teeny bopper of the Jetson family. Always has an impressive entourage of boys around her at the spacemall.

Astro: The dog. He hates bathing and loves slobbering all over George!



Things are getting complicated, what're all those barrels for? Time to investigate.



Well, I wonder what's on T.V. Scooby Doo perhaps? The Jetsons?

...ons

...ABEL: Hi Tec Premiere
...Y: 48K/128K TAPE: £6.99

out of the factory. Pressing buttons will always do something: remove holes in the floor so that you can pass (and press yet more buttons) or open lockers in the walls that contain items that you may need.

Now you may call me an old-fashioned old fart but this game does sound a little dull. In fact, why not call me a dinosaur and I'll say that it IS dull. No shooting, no aliens, no platforms - are there any saving graces? Well yes. The end of each level has an enjoyable race section where you must fly your jetcar as fast as possible to get to the next section whilst avoiding all the obstacles.

Unfortunately, as with any advanced society that needs the services of oral hygienists and telephone sanitisers, there are speed restrictions. Drive like a loony through a restricted zone and the cyber police will stop you and give you a ticket. Unless of course you fall into a black hole in which case you will 'gate' into another location (and not always to your disadvantage either).

The other levels involve the rest of the family in various related incidents (Jane Jetson has to defeat a cat burglar, Judy Jetson has to win a kiss from her favourite pop star) but I have to admit my interest wasn't retained for too long after the first level, which began to get tedious after I had fallen through one too many holes. Maybe this says more about me than the game, as Jetsons has more than adequate graphics, gameplay and speed. But unfortunately variety and sheer excitement are absent, which is a pity 'cos it's a good looking game at the right price.



Aggh! Attack of the robot killer triffids, watch out that man!

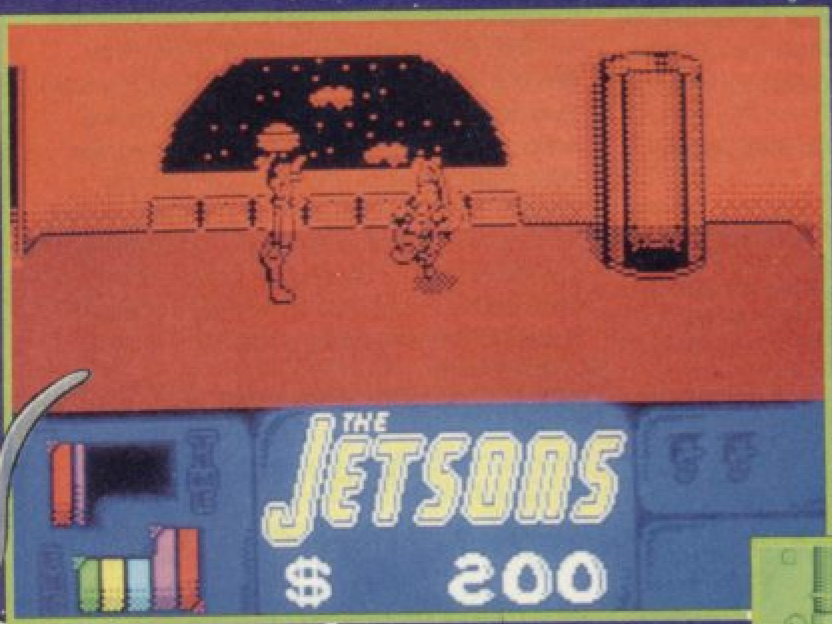
scores

GRAPHICS	79
SOUND	76
PLAYABILITY	80
LASTABILITY	78

OVERALL 76%
Garth Sumpter

Very simple gameplay makes Jetsons a little tame but the graphics are crisp and the joystick control is spot on - it's a shame there wasn't a little space for more variety and better sound to add what any space family would want - atmosphere.





"Where do you think you're going Jetson?" Mr. Spacely gets tough with his employees. Meanie!



Holy Moley, those holes are everywhere. Better be careful.



Are there any buttons to press around here? George must escape if he is to go on holiday.

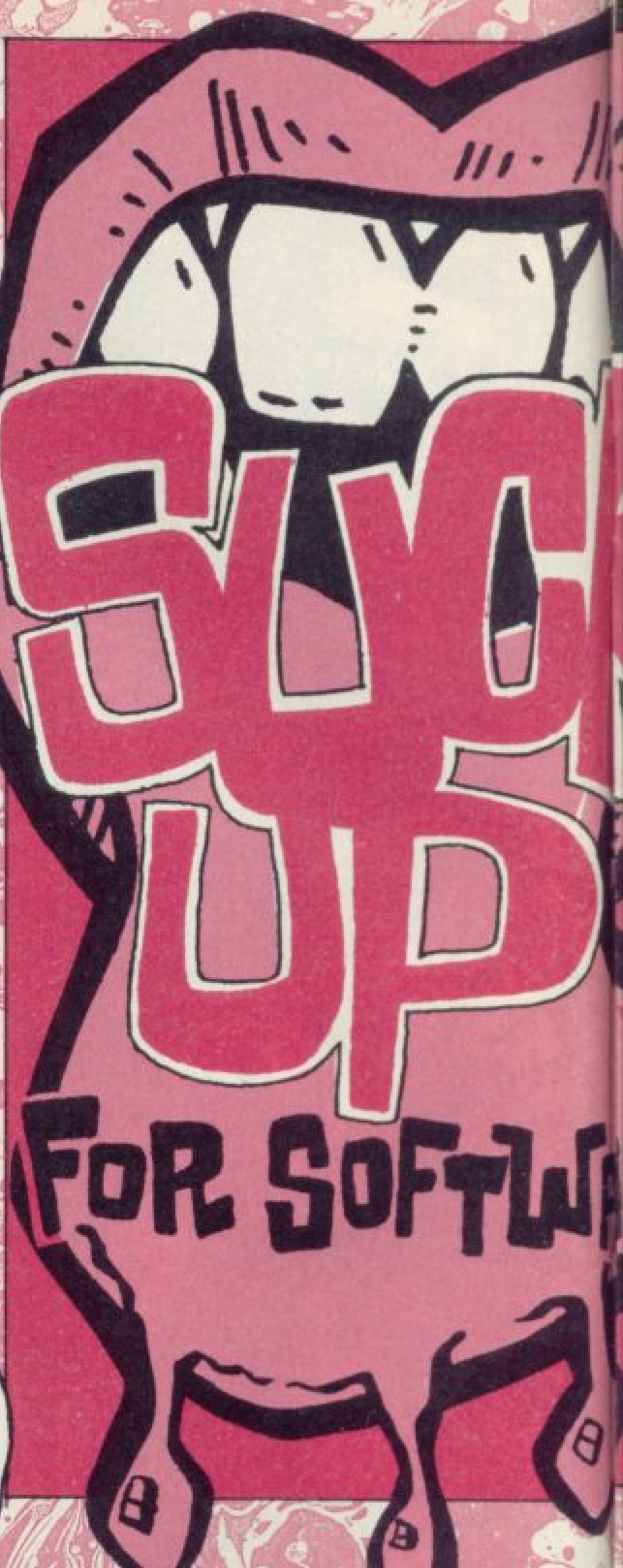


Oh oh, this could mean trouble! Things that float around usually mean trouble.

Alan



I did find the traps on level one a little infuriating but I disagree with Garth (heavens above!) on the variety front. Because there are several characters Jetsons actually has more variety than the average game, even though gameplay remains similar regardless of which one you're controlling. Fans of the cartoon would definitely find Jetsons a bit of a lark.



SCOTT HAIGH HAS A GIRLFRIEND!

My big brother has told me that unless I get the Dizzy Collection for his twelfth birthday he's going to tell everyone about my girlfriend. He has a Spectrum +2. Please, please save me!
Yours in torment, Scott Haigh, Boyce Close, RG22 4JY.

- *Hey everyone! Scott has a GIRLIE. Listen Scott, everyone's got a girlfriend (even Big AL') and now at least 50,000 readers of SU know too. So now your brother can't blackmail you anymore and you don't have to get him any software. This has been yet another kind act from me and I hope you appreciate it. As for your brother, tell him to bog off!!*

- *And just in case he hasn't got the message, here it is again; SCOTT'S GOT A GIRLFRIEND (LUCKY MAN!) BUT HIS BROTHER IS A TERMINALLY SAD MAN! (BOOO!)*

FOR PETE'S SAKE... PETE!

I have written to this column as a last resort, the problem is that I can no longer buy Speccy games here in South Africa. The great shop where I bought my +3 (super computer) has stopped selling all Spectrum products, perhaps to make way for the SAM (but this is unlikely as it's supposed to have been coming here for over a year now). Anyway the nearest Spectrum dealer is in Johannesburg which is 287 kilometers away. So if it isn't too much too much to ask for, can I get the +3 version of 3D construction kit? I'll even settle for a tape version.
Peter Dzomlisa, ST. Helena, Welkom, South Africa.

- *Peter I just want to tell you straight away that I'm not going to send any software to you, mainly because your writing paper looks crap, but secondly because this is the third time that we've published one of your letters and it's all getting a bit repetitive now and it's all getting a bit repetitive now, and.....*

OOH! STOP THIEF!

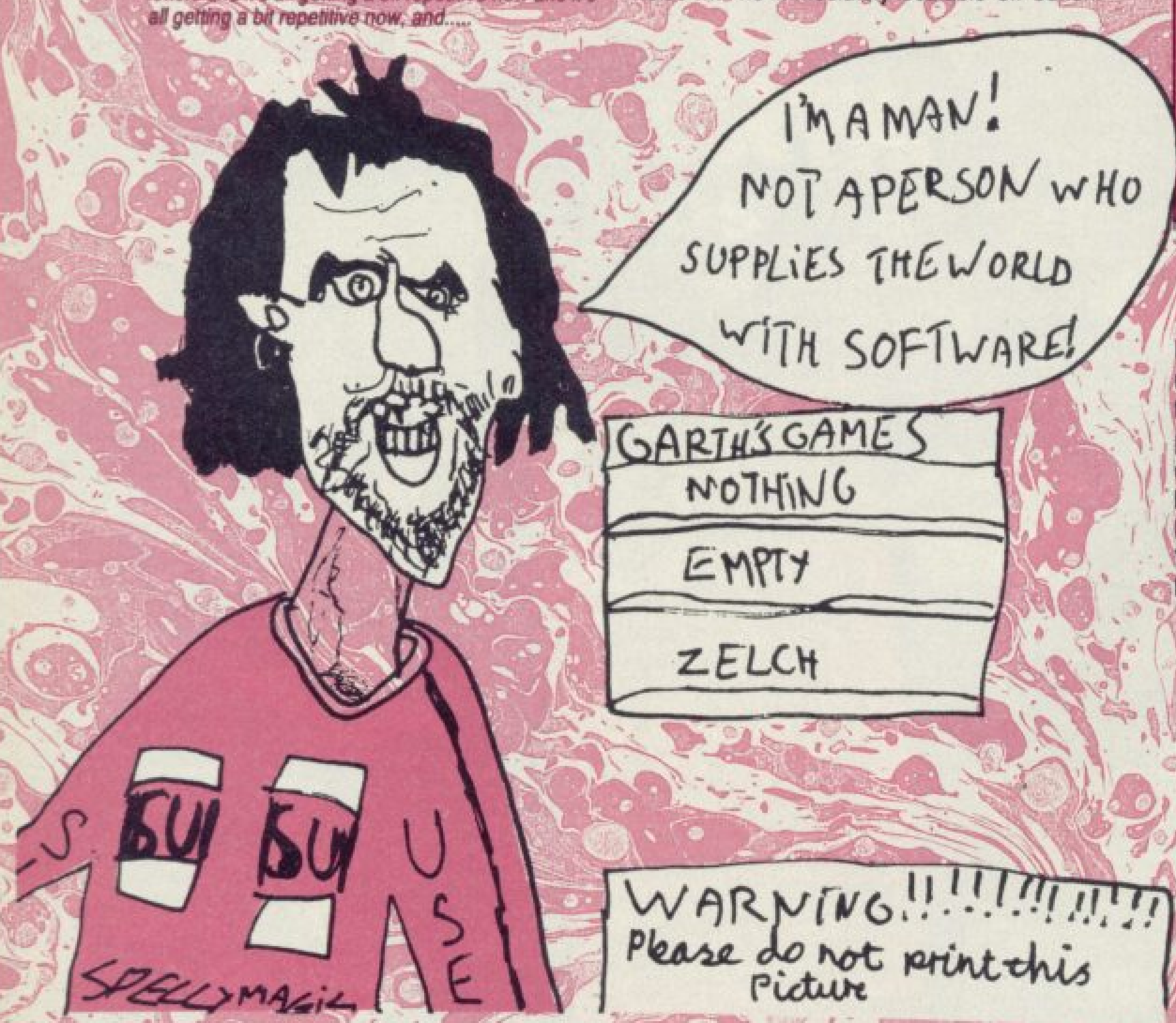
Oh great SU Crew. About two months ago my mum brought home a Spectrum 128K and I was very happy with it until a week ago when an Iraqi tank burst into my garden, ten soldiers jumped through my window and stole my Speccy and my brother. I received a ransom note saying I had to send them Sim City or Kick Off 2 if I wanted to see either Speccy or brother again. So could you send me one of the games so I can get my Speccy back. I don't care about my brother because he reads Your Sinclair. Please help me,
Sean O'Brien, Courthouse Green, Coventry.

- *This is all very strange Sean old bean, 'cos a group of Iraqi soldiers wrote to me about a month ago claiming that a black Ford Capri with go faster stripes and Coventry registration plates recently pulled up outside their tent and stole a Spectrum and copies of Kick Off 2 and Sim City. This is obviously a problem for the Foreign Office and the United Nations and I'm not about to get involved in what could flare up into a major international incident. Your brother however, has now got a turbo-charged camel and a superb sun tan and doesn't want to read YS anymore.*

MANDY'S BLUES

Dearest Garth, I'm in the middle of a mid life crisis, it's called Duncan! (he's my son by the way). Said crisis is the proud owner of a Spectrum +2 128K and the January issue of Sinclair User (the one with the Lemmings demo on the free tape). Ever since playing this demo four out of his five brain cells are constantly thinking of nothing else other than Lemmings (the fifth is permanently tuned to food!) Unfortunately for the rest of his family his coffers are rather empty and so are mine and this problem is causing the four out of five brain cells to concentrate on emitting a whining noise with no immediately locatable 'off' button. In order to put us all out of our misery -especially me, whose ears, like the dog's, particularly sensitive to Duncan's whining noises, please, please, please, please, please could you send him a copy of Lemmings and bring tranquility back into our lives.
PS. I love your stubble!
Yours very hopefully, Mrs. Mandy Watson, Pontybodkyn, Clywd.

- *"So here's to you Mrs. Watson, Jesus loves you more than you will know, Wo, wo, wo", as the old Paul Simon song goes. Mandy, As far as the game goes your hungry son Duncan should earn it instead of expecting everything to be handed to him on a plate. I would suggest he hands you something on a plate i.e. cook dinner or do some other household chores for his game. In fact, if you send in a photo of him doing so you might just wake up and find some Lemmings (or other furry animals) in your postbox. In the meantime, please accept a pair of SU designer air plugs to ease the pain.*



Here we see Garth Sumpter in a classic pose, trying to avoid the tons of Suck Up mail he recieves every month. "I want them all for myself", he was quoted as saying. However Big Al', widely known as one of the kindest (and modest) people in the world added, "If I was running things on S.U., Kielan Knight from Aberdeen would get some software for this drawing!"

BIG BANG TEARY (BOO HOO).

Right'o Suck Up, being a nuclear scientist, I am always trying to invent things to help people out in their sad and lonely lives. The other day I invented a nuclear powerpack for the Spectrum so that you can play it without plugging it in. The first

game I tried loading was my newly bought Terminator 2 but as soon as I started loading the game there was a reactor meltdown and my cassette blew up. Now I have lost my fave game and all desire to live. Please help me!
Your buddy, (Doctor) Richard Hancock, Havant, Hants.

- *Totally ridiculous! Everyone knows that nuclear power is exceptionally safe and that the new breed of six headed sheep from Chernobyl are in fact a product of nature and adventurous animal husbandry. What gives you the divine right to assume that everyone else has a sad and lonely life anyway? Sicko!*

WELL BLOW ME DOWN (IN PARIS PREFERABLY)

Please help me. A friend recently came around for tea in my house and started to play on my computer. Little did I know he had eaten nothing but curried beans for the previous three weeks. I suddenly felt a great heat building up in the sitting room while we were playing Paperboy 2 and thought, "Hmm... the game isn't that good is it?", but continued on nevertheless. Soon a putrid smell began to fill the room and...
Well, would you believe it? The next thing I knew I was in the middle of the rue de Champs D'Elisee in Paris with nothing but torn, smokey clothes and a burned face. Although I appreciate the free holiday, you must realise that the explosion also melted down my Spectrum and all it's software including my newest and most favourite game Lemmings. Please could you replace Lemmings, I have now have my friend's Spectrum as he hasn't been found yet.
Huw Brophy, Higher Walton, Warrington.



- *Huw, this is the greatest load of bullturd I've heard since the infamous Bladder Blagger burst his bowels all over these very pages two months ago. However your sad ex-friend's combustible bum did manage to earn you a copy of Lemmings. Unfortunately you'll never get it because ooops, well, clumsy old Phil Phisch has just blown up our last one while picking his nose with it after sniffing a half kilo of pepper. Sorry mate!*

NEW MINTY HELL!

I hope you are sitting comfortably because I have a very distressing tale to relate. It all started about four days ago, I had just bought the latest copy of your fabulous publication and was walking down the street proudly holding it in my hand (oo-er!). Suddenly I was jumped by four killer Colgate tubes! The ringleader snatched my mag and hopped off with it while the other three prevented pursuit by smothering me in extra minty toothpaste. Finally I could fight no more and succumbed to the dreaded spearmint fumes. In short, I fainted. When I awoke I was, needless to say, very angry but I decided to go back into the newsagent's and pick up another copy of your most excellent magazine. After all, even paying double the amount is well worth it for SU and still a real bargain. But when I got there the newsagent's shelves were empty, except for mags like New Woman and Cosmopolitan which I'm not interested in because I'm not a girly. The shopkeeper explained how popular SU was and how it had all sold out. All I could do is walk away, crying. Then, halfway down the road, I spied a trail of toothpaste. Knowing that it could be my last and only hope I decided to follow it. YOU WOULDN'T BELIEVE WHERE I ENDED UP!!! The trail led to a small crevice in a close-up photo of Bill Beaumont's nose. I followed it, and next thing I knew I was in another dimension. Suddenly a collapsable director's chair appeared before my eyes and said, "Guten tag mein pumpergrouten, if you vant your mag back zen deliver a cassette copy of ze computer game 'Space Crusade' too ze leader of ze Toothpaste Liberation Front by next month." And with that the attractively and ergonomically designed collapsable chair disappeared, leaving me bewildered and worried. You see, I can only afford one full price game every few months and I really want a copy of Space Crusade for myself. However, I really want my copy of SU so it looks as though I'll have to give the game to the Toothpaste Liberation Front and do without it forever myself. PLease send me a copy of Space Crusade, save me from a life of misery.
Jonathon Ealam, Lincoln.

- *Jon, are you perhaps a close acquaintance of David Lynch? Your story definitely has a 'Twin Peaks' feel to it. Personally I think that toothpaste has been getting far too cheeky and rebellious these days, and as for furniture... I'm going to send you some software because no-one should be deprived of SU (not even toothpaste tubes really) but remember to tell your newsagent to stock more mags or else you'd never know, your next adventure could lead you into real trouble, and there are a lot of crevices on Oliver Reed's nose.*

HEADRUSH RETURNS

Suck Up, It all started one sunny day in February. I'd just finished reading this month's BRILL copy of SU when I went up to my bedroom and discovered Star Commander Angus Headrush (agghh!!) Eating all my best software. I had just read your magazine's fab alien bashing story so I too pulled out my Super Duper Sucker Upper (which is much better than yours and looks like a joystick) and turned him into a puny Y.S. reader. Then I just left him to feel sorry for himself for the rest of his life. Please send me WWF wrestlemania and 3D construction kit to fill my now very bare shelves.
Matthew Knight, Somerton, Somerset.

- *Matthew, this story is incredible. That swine Headrush said he'd be back and he did indeed return. However Big Al' has plans afoot which will ensure that the dreaded aliens never again get a grip on earth magazines and software. As foryour suck up, tough luck, Headrush ate most of ours too.*

NO I WON'T!!

Oohh no, I bet you're not even going to read this letter, much less print it...
T. M. Davies, Swansea.

- *You're so right T.M. Davies, I'm not going to read the rest of your letter, you are obviously a boring little git with a serious inferiority complex. Try burying your head somewhere safe and warm for a few centuries and then send me another letter without all this moaning in the first sentence.*

LAVATORY LOVE!!!

Hi there Garthy and the Crew. I was recently playing Pitfighter on my little Spectrum when a space ship landed on my lavatory roof (we have a big, big lav) and a load of space mutants jumped out. They kidnapped my mum and dad and left a note saying "If you don't complete Bart Simpson's game you'll never see them again". I haven't got Bart Simpson Vs Space Mutants and as my parents have been nicked it looks as though I'm not going to get any more pocket money. So now I can't buy the game and I'll never see my parents again... unless you can help me. Please could you send me a copy of Bart Simpson and the Space Mutants because I really love my parents.
Joseph Boniva, Wellingborough, Northamptonshire.

- *I'm sure your parents love you too but that doesn't explain what they were both doing in the lavatory when the Space Mutants landed. Your need is obviously great though so I'm sending you a game, mainly because I've never heard of the surname "Boniva" before and I'd hate to leave it solely up to you to continue it.*

GARTHY...GOD?

Dear High Lord Garth. After the bringing about of our high and holy order of Garthians I have brought hence a following of truly dedicated brethren. We have produced an ever growing religion supporting your mighty eminence in the glory of our god.
Our God has three parts: The Holy Microchip, the Byte and the Divine Hand (for waggling joysticks in prayer). As you have been chosen to be our prophet and High Lord we have taken to wearing fab clothes in your image and fashioning our beards like yours. We also make offerings by joining together in a celebration of software on the hallowed Spectrum. However, being a noble religion, we have used all our money to enlighten heathens to the ways of our God and our most worshipped prophet, High Lord Garth.
In order to continue spreading the word of the Sumpter we need software offerings to survive. The most celestial software "The Simpsons" and "Double Dragon III" would be most gratefully accepted.
Amen, Brother Matthew, Wallington, Surrey.

- *I come from a long line of Quakers and I've seen TV programmes about people like you. I'd just like to tell you that we don't go in for this kind of heathen worship here on SU and... what, oh you're talking about*



me. Right, well I suppose a little bit of Garth worship has never done anyone harm unless you fail to keep it up. So, I've just put some (holy) software in the post for you.

SO DULL, SO DULL...

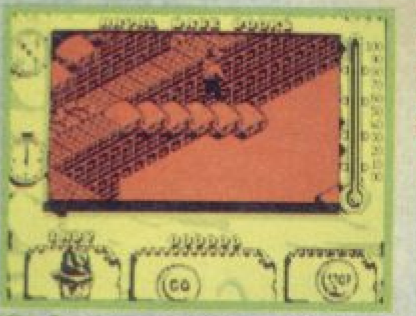
Dear Garth, I'm a dull person, I only have cheap, unthrilling budget games in my collection and my mother locks away all my good games and SU Great Eight tapes. Please, I need some real excitement from games such as Viz, Lemmings and Thunderbirds (tape only of course). Save me or I will be doomed to walk through life, never once having tasted it's thrills or spills. Who was it that once said "Better to have thrilled than to have never thrilled at all." Please give me some software.
Craig 'Dull' Winter, Westbury-On-Trym, Bristol.

- *Yes, I think that quote you've mentioned comes from Craig Winter of Bristol, recently committed to life imprisonment for dreadful acts of plagiarism, carried out willy nilly and without due regard for human decency in at least one quality computer games publication. Craig, it was "better not to have wasted the money on the stamp used for this letter than to have done so and not received any software in return." But on second thoughts how can one experience life without a damn good game to help them out? So I'm sending you one!*




STEG
£3.99 - A BARG!
OUT NOW!
SU
SINCLAIR USER MEGAPOSTER!!
"Steg could be the start of a new and rather unconventional computer game genre. Well, they've done it with an egg. So why not a slug?"
"Really colourful... humourous."
Preview SU April '92

INDIANA JONES and the FATE of ATLANTIS



"Oh Sophie, where are you?" Indy is about to find a submarine!

It's early morning and the sun is just fighting its way above a concrete skyline as a coughing and spluttering Garth-mobile limps into Birmingham. Something vaguely human fights its way out of the dusty confines of clapped-out car. "Look at that clapped old thing mummy", says a young child, seemingly pointing to both objects at once. Coughing and spluttering, a perverse travesty of humanity makes its way towards the doors of software giants US Gold and tentatively enters the high tech portals....

The hero is back! No, not Garth but Indy in his latest and greatest adventure yet, Indiana Jones and the Fate of Atlantis.

Based around the film that never made it to the screens, Indy has to once again outwit the Nazis in a race to unlock the secrets of Atlantis.





Wow, I've always wanted a hat like that. It's why Indy always gets so lucky with the chicks.

TIME FOR ACTION

LEVEL ONE

This level sees Indy and his glamourous (and unwilling as ever), leading lady Sophia in a Casino. Indy needs to get some cash together so that he can buy a few Atlantian artifacts with which to solve the mystery of Atlantis. How does he get the money? Well, by fiddling the casino's roulette tables of course. But he has to watch carefully and discover how the tables are fixed.

Once Indy has enough money he sets off to barter with the owner of the club and get a few useful items.

LEVEL TWO - THE NAVAL BASE

Here, Indy and Sophie arrive at the grounds of the German naval base. They must get into the base (now don't you wish you brought the wire cutters), avoid the guards and the searchlights and get on board the U-Boat that's bound for Atlantis. The compass on this level will always point towards the end of the level.



Be very careful, one of those tree trunks might hit you. They're German you know? Can't trust 'em.

LEVEL THREE - THE U-BOAT

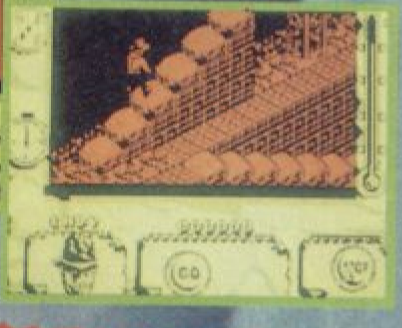
This sub is huge and you should always map it as you progress throughout it in your search for the bomb that the Nazis have plantea aboard in order to stop Indy from getting to Atlantis. Once you find it, you must defuse it or get rig of it.

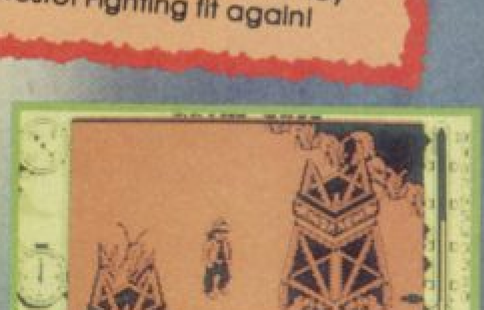
LEVEL FOUR - THE ISLANDS

Assuming Indy doesn't go up with a large, wet bang and a few tubes of lipstick (don't forget Sophie), then he will arrive at the islands which are all inhabited by some really hard tribesmen. You must find the island that holds the sacred cave that is the portal to Atlantis. To appease the tribesmen, Indy must collect Sharks teeth that are scattered around the island.

LEVEL FIVE - ATLANTIS

The final decent down the cave is by lift. What happens when you get to the bottom? You'll have to find out next month when we review the game in it's entirety ('cos that level wasn't finished when we looked at it!)





Indy strolls through the gates of doom like a cowboy with a sore bum. What a hero!!

CONTROL

Indy is helped in his endeavors by the gorgeous, pouting Sophie and control can be switched between the two. Once you do switch control the other member of the team will potter around the screen they're on and act independently. If they get into trouble, their sine wave, shown at the bottom of the screen, changes, alerting you to the fact that they're probably being beaten by one of the guards.

NO-ONE DIES

The power of eternal life is Lucasfilm's biggest gift to the player in Indy. Play switches between Indy and his accomplice Sophia and play only ends if BOTH of them are caught by guards. As long as one of them is at liberty, you can switch control and 'spring' the jailbird from their Nazi prison.

If any character's health drops then they can power-up on chocolate bars, which are carried by the German guards. Just beat one up and scoff their choccy and hey presto! Fighting fit again!

LUCASFILM

The story so far:
Lucasfilm the company was founded up by the 'Oh-so-famous darling' Geroge Lucas who, whilst unknown in the world of computer games, was at that time better known as the Americ[illegible] director who brought Star Wars to our screens.

Lucasfilm uses a similar approach in making computer games to making films. Each script is carefully considered, storyboarded by drawing pictures of each of the important scenes and then slowly built up into the cinematographic epic that we've all come to expect.

JUMPIN' JOYSTICKS!

WIN £250's WORTH OF JOYSTICKS



Well butter my badger if there isn't £250.00 worth of finger pushin', hand wrigglin' radioactive power to be won in this super competition courtesy of those jolly joystick people Spectravideo.

You must remember in last month's SU news (unless you're a totally useless forgetful divvy with the IQ of a smartie tube) we told you about Spectravideo's three latest additions to their Logic 3 range of joysticks; the Sigma Ray, the Alpha Ray and the Gamma Ray. Well you can stop drooling now and read on 'cos we have five (count em') five, of each of these pulsating power sticks to give away to whoever sends us the most money - I mean whoever answers the questions below correctly. But first a quick recap of each joystick to make those fingers itch even more.

xxx piccies here please xxx



The smallest of the range, Alpha Ray comes with handle mounted switches, a compact base and would cost you 11.99. Next is the mid-sized Sigma Ray which is slightly larger with additional base mounted switches, retailing at 13.99. And finally, there comes the Gamma Ray, a mother of a joystick with a stopwatch, digital counter and buttons galore, worth an amazing 22.99. All three come with dual plugs making them compatible with your Spectrum.

The first five lucky names will win the Gamma Ray, the next five the Sigma Ray and the last five the Alpha Ray. Okey Dokey... to be one of those lucky names just answer the following questions:

1 - From which ancient language do the words Alpha, Simga and Gamma come from?

2 - Spectravideo have another joystick, also mentioned in last month's UPfront, named .....RAY. There is also a rather flat breed of fish and a 1970's puppet adventure TV show with the same name. What is the joystick's full name?



Scribble your answers on a postcard or suitable alternative (5.00 notes are excellent alternatives) and rush them to:

"Gamma rays travel a long way but hey, hey, it's all Greek to me" SU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

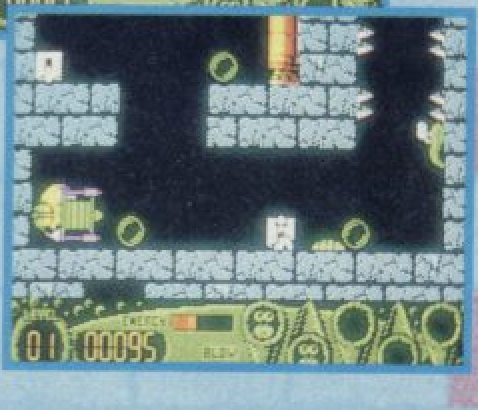
AN INTERESTING RAY FACT..

Gamma radiation is electromagnetic radiation emitted by the nuclei of radioactive substances during decay. It is used to kill bacteria and change the molecular structure of plastics to modify their properties. Not recommended for public useage as it could cause considerabley nasty meltdown effects with subsequent life termination. Of course editors have the divine right to use it if writers don't get their copy in on time!

STEG







Wibbling his way out into the wild blue yonder, our wild blue editor pushes the near exhausted Garthmobile out from underneath a pile of patchwork Sooty cushions, and takes to the road one last time. What will he uncover? God only knows - it took him four days to find the ignition key...

Well, he's small, slimy and has a huge family of little, snotty things that need constant feeding. Sounds like Paul Daniels but no! Armed only with his mollusc reflexes and some strap-on legs, he's actually a yucky little slug called Steg and he's baby-sitting some slugettes with a serious appetite!

Nothing surprising there apart from the fact that most people don't know that slugs have names. It is however a well known biological fact that slugs create lots of little baby slugs, known as T'yungunz, and you don't even have to tell them about the birds and the bees. Which is just as well because slugs are afraid of birds and bees. Steg must collect maggots to feed an alarming amount of T'yungunz. The maggots are squirming around all over the show within Steg's underground tunnel kingdom, and he delivers them to the babies by blowing snotty bubbles, trapping the maggots inside so that they float off the ground and he can blow them towards the slugettes. (Well, wouldn't a slug with a fisherman's bait box look a bit odd?)

As levels progress there are not only more of T'yungunz to feed but obstacles become more threatening too. Basically in the normal course of the game Steg himself cannot be harmed but all the food carrying bubbles he makes can. Steg isn't constrained by his simple sluggy body for the whole of the game either, far from it. By collecting equipment such as Robot legs, a rocket pack and a nitrous oxide injection turbo pack Steg can transform himself into ROBOSTEG the super slug. This enables him to collect maggots even more efficiently.

It's a really coulourful and good-looking game and animation is humourous with precise scrolling. Control, as you will discover on the exclusive SU demo, is quite precise too.

Steg is the latest character to slither out of that creative hotbed of talent at Codemasters - famous for giving us such household names as Dizzy, Seymour and their Any Old Thingy Simulators. It's out soon at £3.99 and could be the start of a new and rather unconventional computer game genre. Well, they've done it with an egg. So why not a slug?



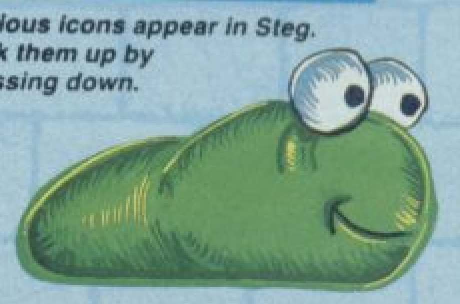


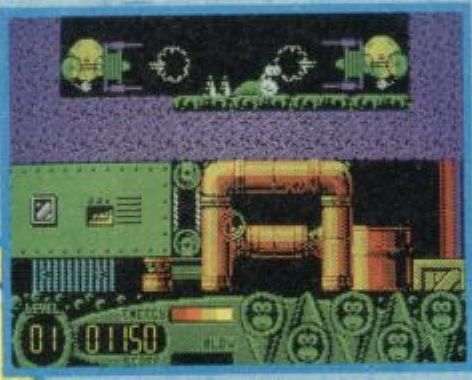


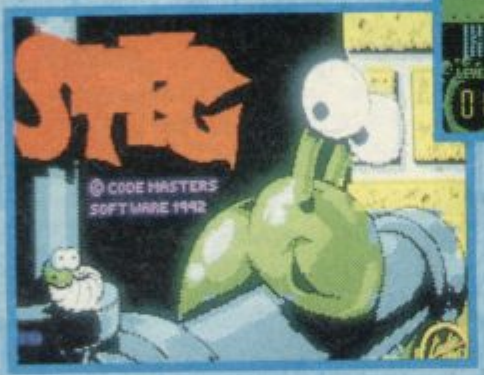
Various icons appear in Steg. Pick them up by pressing down.



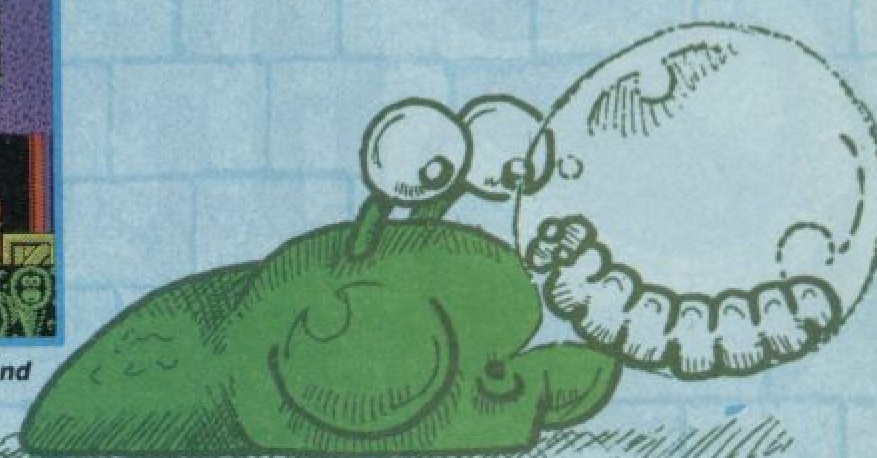
Watch out for those spikes! They'll damage your bubbles. If you can bubble the maggot you'll score!







All those hungry Yungunz, and not a maggot in sight.



SLUG IT OUT

The game comes from some very slimy people up north called Big Red, where we believe that the slug forms part of their staple diet, because it's grim up North!

Paul Griffiths, the programmer of Steg, is well-known for his love of slugs - he has a slugarium which is cunningly disguised as a pair of old boxer shorts which he keeps in this desk drawer at Codies HQ. All of the girlies there know never to go searching around in Paul's smalls.

They also know that he's responisible for a lot of Speccy code which includes a pretty impressive list including; Dizzy Down the Rapids, Denizon and the egg-celent Spike in Transylvania.

Richard Eddy, Codemasters voicepiece, codpiece and erstwhile editor of Crash, is reported as planning to have billions of one foot long, rubber slugs made for prizes which we'll be telling you more about next month. The latest news on these Rubslugs comes from Richard Him-self; "Oh yes, they're looking good, we've had a few problems with the latex, but we're well on target!"





Paul Griffiths!
And his creation.

WHAT THE RICH AND FAMOUS SAID ABOUT STEG...

"Really quite a remarkable come back", Richie Benaud

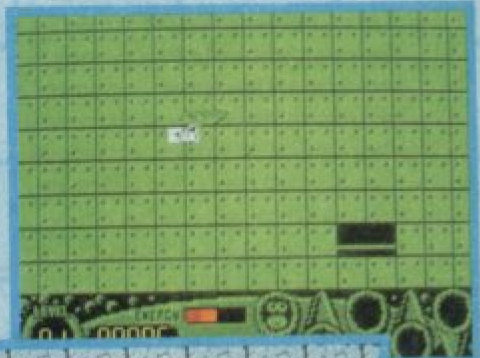
"Absolutely first class service" Dan Maskell.

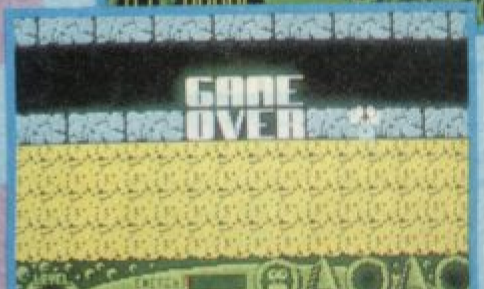
"Very tender with a delicate aftertaste", Egon Ronay.

"Get that snotty little sod out of my house", Garth's Mum.

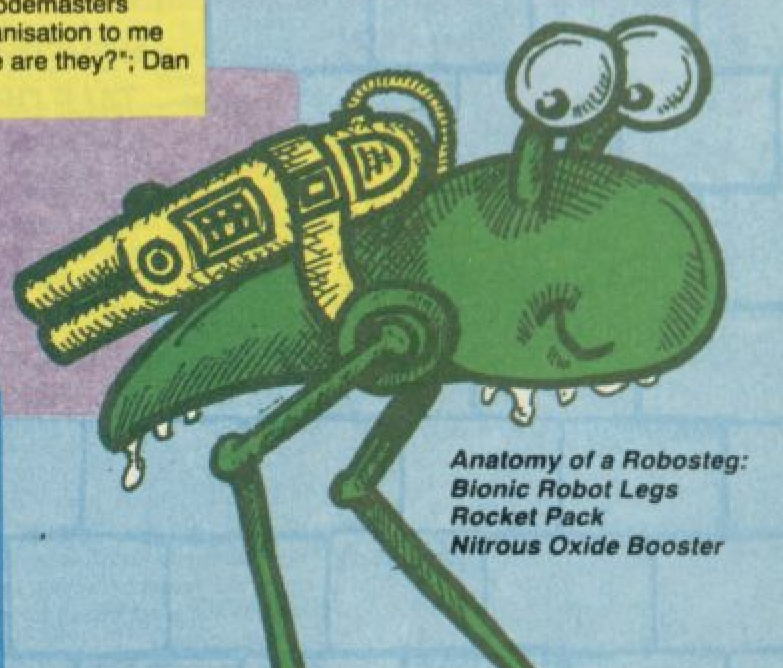
"A lovely little slimey thing with lots of green children", Vic Reeves

"A threat to our way of life, Codemasters sounds like a suspicious organisation to me and these Stegs... long range are they?"; Dan Quayle





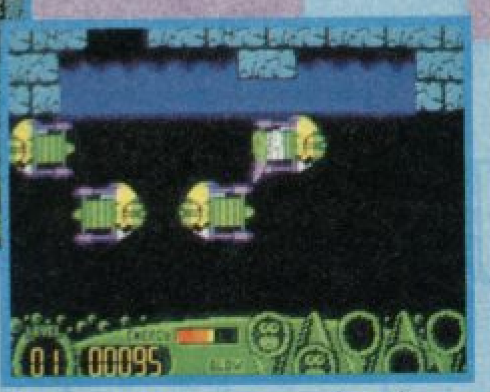
Well this is a surprise isn't it, better go back to the drawing board and learn how to blow again. Ahem!!



Anatomy of a Robosteg:
Bionic Robot Legs
Rocket Pack
Nitrous Oxide Booster



Two babies in the nest, looking very, very hungry. Ahh!



Aggh! It's the bellows of doom! Watch out for these thingies or they'll blow your bubbles away.

Sorceress



Greetings mortals. As I write these words election fever is upon us once again. Let's get this straight, I'm not even going to try to influence your vote in any way, but as stories circulate about certain ministers and their private lives I'm rather surprised that no-one has yet written an adventure program based around being the Prime Minister. Or if they have, I've never seen it!

I have seen a rather disappointing (though funny first time around) version of "Yes Minister" which involves multiple choice questions and answers related antics and also a mildly amusing and instantly forgettable game called "Dennis Through The Drinking Glass", but that seems to be about it! (Yes I do know about the game called "There is a Bomb Under Parliament", but it's hardly the same thing).

Try to imagine the scenario of a parliment game... You get to play leader of the opposition just one month before a general election which must be won to fulfil that lifelong ambition of becoming Prime Minister. The game could be set in Parliement, all around Whitehall and out in those cold little local constituencies. The fun would be endless as you leak stories to certain newspapers ("parliament stunned by Miss Whiplash scandal", "senior civil servant's saucy shower secrets" etc.), or leak internal documents to the more respectable members of the press. Reality could be further enhanced by having to cheerfully shake babies hands while they puke all over you, and basically do everything else a prospective prime minister is expected to do. As for the name of the game, how about "Mr. Speaker and the Hairy Barbarians", or "John and Neil's Excellent Adventure", or even "Common's Sense, The Prime Minister's Game". So all you programmers out there, the ball's now in your court! Give me what I want!

Finally, getting down to business, Datel Electronic's "+D" 3.5 inch disk drive seems to be quite an impact on the Spectrum Adventure world these days, with games popping up all over the place. Apart from the advantages of rapid loading and oceans of memory, what else do we get from this storage method? (What more do you want babe! - Garth).

Cheap games, that's what! (Ohh yeah...) Or at least where Compass Software are concerned. They've kicked things off with the imaginative title of "the Compass Collection I", it contains five games, Project X- The Microman, The O-Zone, Demon From The Darkside, The Golden Mask, and The Devil's Hand, all on one disk. Complete with menu driven game selection this package costs just 2.99 including post and packaging.

Now guess what their second collection is called. No prizes for "Compass Collection II"! This one includes Shadows Of The Past, The Hobble Hunter, The Micro Mutant, Intruder Alert and Invaders from From Planet X. Although it too costs 2.99 you can purchase both of these collections for just 4.99 including P&P, good value for ten games if you ask me, and all on only two disks. (Of course you will need a Datel 3.5in. drive to run these games). Collection II contains the more recent stuff, although some of the games are tied in with games on the first pack.

Compass Software can be contacted at 111 Mill road, Cobholm Island, Great Yarmouth, Norfolk, NR 31 0BB.

While we're on the subject of Norfolk, the Spectrum adventure fanzine from BEYOND is still going strong and is now up to issue 10. Costing 1.50 per issue, it is totally Spectrum orientated and is typically 52 pages. I can assure you it's all top quality adventure stuff too. Tim Kemp is the man behind it all (come out from behind that magazine you coward!) and he resides at 36 Globe Place, Norwich, Norfolk NR2 2SQ.

Enough of Norfolk though. FSF Adventures, our old and trusted friends from 40 Harvey Gardens, Charlton, London SE7 8AJ have a new game out. Called the Spectre Of Castle Coris, it costs 3.50 on tape or "+D" disk or 4.50 for the Specrtrum +3 disk. Price includes P&P.

The Spectre Of Castle Coris features Alaric Blackmoon, little known philanderer and ex-hero of the game "Axe Of Kolt" . He's having a wee holiday, but fate simply won't let it lie and while his horse goes lame a local town gets terrorised by summat' nasty so bold Alaric does the decent thing and tries to sort the whole mess out. Best of luck to him! And meanwhile...on with the show.

Witt... En...



AN EVERYDAY TALE OF A SEEKER OF GOLD:

(more objects and their uses): Hit the metal plate with the hammer, tickle the dragon's fancy with the feather, use the skeleton key to open the secret door, use the bow and arrow to kill the dragon, use the rope to get out of the nest. The ring makes you invisible to spiders, empty the treasure (the cask) into the chest, enjoy a good smoke for an extra ten points by using the pipe, the match and the pouch, and finally if you want some help you can blow your horn (honestly!)... that's all folks.

RETARDED CREATURES AND CAVERNS:

(from where we left off): back into the castle, east into the dark opening where you will find a heap of rubbish. Search rubbish until you find a sword or wand, then search again until you find a hamburger. Get sword or wand, get hamburger, return west to antechamber, feed dragon with hamburger and then he falls asleep, go south to leave the castle again. Drop all, climb into pouch, feel east (to find a chest), get chest, climb out of pouch, get stone (from under donkey's tail), smash chest (with stone, needless to say), In the remains of the chest there is a key, get key. Removing the stone has, in the meantime caused the door to close and as you need to go back into the castle you must wait for an elf to turn up demanding the name of the stonemason. The name is Nardo, when you give him this information he will obligingly open the door for you. (To be continued).

JOURNEY TO THE CENTRE OF EDDIE SMITH'S HEAD:

(From where we left off): Drop paper, drop gun, nw, n, n, e, e, n, w, n, n, w, w, give note (the landlord allocates you room 107 for the night, and takes you upstairs), look, w, everything is dark. Light torch, look, take small key, drop torch, e, e, unlock door, n, knock three times, (you find a secret room to the north), n, take account book, s, s, e, n, take string, s, w, w, down, e, e, e, e, n, e, s, s, examine account book (you learn that Eddie has one hundred pounds in his account), join queue, withdraw cash (you now have the whole hundred pounds) ... to be continued.

MORDON'S QUEST:

(From where we left off in the futuristic area): Press 3, press 1, press 2, press 4, press 1, n, w, touch plate, s, s, s, touch plate, n, take and transport

Getting you Started



DOCTOR GOO AND THE SAMORONS:

(from where we left off): Part four: get mirror, exam mirror, clean mirror, s, e, exam leaves, get coin, w, w, get planks, e, n, e, (by a one-arm bandit), insert coin, pull lever (you win a gold crown), w, w (in an inn), buy wine, e, n, e (by a pool and you see a plastic card), get card (the water's too low), drop planks, get card, exam card (it's an identity card), w, w (you see a guard), give wine (he's drunk), look, get bottle (of water), in, n (you are stopped by a beam), wave mirror at box (beam explodes) n, pour water ... to be continued.

MOLESWORTH:

(from where we left off): n, e, n, w, enter church, w, examine gravestone, e, pray, get paper, read paper, drop paper, e, n, e, enter shop, buy weedkiller, sprinkle weedkiller, search shop, enter door, get wellingtons, wear wellingtons, w, w, n, light lamp, n, n, read notice, examine fence, w, examine fence, w, examine fence, n, examine fence, cut fence, e, give bone, climb fence, n, e, s, e, s, search quarters, drop flak, get uniform, wear uniform, n, w, n, w, n, s, w, get screwdriver, e, e, n, examine missile, remove plate, enter code 5783 ... and that's it!

JEKYLL AND HYDE:

(from where we left off in part two): the route home is s, s, e, n, e (Utterson now confronts you so say...) "no", "we are related", s, up, e (to the cabinet, and now you must make and drink the potion twice). Put salt into flask, pour liquid into flask (and automatically drink it), put salt into flask, pour liquid into flask (drink again, which indicates how the Hyde character is starting to dominate the Jekyll one. The last word of text is FORTUNATE, this is the password for part three. At the beginning of part three the word 'timor' appears on the wall, go in any direction, get paper, examine paper ('mortis' is written on it), drop ball (you fall into a crater), examine box ('conturbat me' is written on it), i, (you are carrying a pair of glasses), drop glasses, open box (winged creatures fly out and attack your eyes! you are blind), feel ground (find glasses), get glasses and wear them (vision is restored), enter box (you see a field of poppies and a statue), pick flowers (statue says "me - say timor mortis conturbat me"), (you jump over the cliff and land in a room of mirrors) ... to be continued.

PRIDE OF THE FEDERATION:

(from where we left off): examine droid, look in droid, get all in droid, w, n, w, n, w, w, fill bottle, drink water, fill bottle, w, drop packet in tank, oil lever, turn lever with spanner, drop can, drop spanner, get rope, e, e, e, say "repellant shower" (for short term protection from spiders), s, s, examine control box (small red light and seven buttons), push button four (red light goes out, green one lights up showing that force field is now turned off), s, s, w, w, n, tie rope to stake, get spade, s, e, n, open door with spade, drop spade, s, s, examine jacko, get gun, examine gun (a Neutronic Phaser) ... to be continued.

CHALLENGE OF ITHYUS:

(from where we left off): w, n, open door, enter door, close door, kill ghost (with sword and sphere), open door, enter door, s, s, down, get box (you can now ramsave), w, n, exam shelves, get tomato (mouldy, leave chicken bone), s, e, open door, s, fill flask (the leaflet you see is an advert), n, open door, e, e, read sign (be careful, lava can blow at any time) ... to be continued.



crystal orb, nw, nw, take cigar, nw, nw, return to time machine and use the phone, dialing 1611919 (P=16, A=1, S=19, S=19). Then go back to the droid and say perseverance, (the password), n, take and transport unit, s, se, se, se, s, touch plate, n, n, n, e, se, se, nw, ne, nw, w, w, s, se, se, take and transport Roman and Cretan coins, nw, nw, n, and finally n, back to the machine ... Nearly there!

ESCAPE FROM PULSAR 7:

(objects and their uses): The watch is a counter, examine the couch to find some red herrings then move it to find the illuminant Rod, the closed **(objects and their uses)**: The watch is a counter, examine the couch to find some red herrings then move it to find the illuminant Rod, the closed steel door which can only be opened from the other side, gives access to the galley, the crumpled note gives some game information. The small key is a red herring, the illuminant rod has to be turned in order to light it up and the large air vent requires the command Go Vent. Ignore the dust because it's deadly ... to be continued.

Letters

Chris Goodwin, who writes from the Cumberland Metropolis of Carlisle asks; In the Golden Sword Of Bhakhor, how on earth am I supposed to enter the armoury? There's a sentry there who keeps stopping me every time I try to go anywhere near it, and I can't think of anything that will allow me to get in, I would be grateful if you could tell me what to do.

* *Well Chris, prepare for a complicated solution: Wearing the headband, you must go begging twice in the market. You'll receive two coins, use one of them to buy a wineskin from the tavern, then get some spice (pepper actually) with the other coin. Give the wineskin to the sentry on Eastway, who will drink it, then fall asleep. This allows you to enter the barrack room and get a uniform. The Sentry will now let you into the armoury to get the sword.*

Peter Simpson, from London writes; I've been playing the first part of Agatha's folly, it's good fun but I appear to have lost a hairgrip which has fallen in between the sink and the wall. I can't get it back again and it could be useful, any hints?

* *Of course dear boy, of course! The hairgrip is used to pick the padlock (what other use have they after all?) on the door to the mill's store room and can be retrieved by making use of the seemingly innocent cardboard box. All you have to do is tear the box into strips, then use these strips to push out and retrieve the hairgrip. Moral of the story: never throw out empty cardboard boxes.*

Linda Prescott, from Birmingham, home of the late, lamented Crossroads, asks; Being a determined adventurer, I like to explore every part of a game. In Adventuresoft's Kayleth, part of the game involves the use of a micro cannister, but I can never get it to work. The wretched thing always seems to dissolve so, since I don't like leaving mysteries behind me in a game, please tell me what can I do with the cannister?

* *Oh oh, I almost hate to tell you this. Other people who have played this game may like to know what to do too, so, take the micro cannister and go west, wear gloves, then open tape (which begins to dissolve), stick tape onto micro cannister (which won't work), remove gloves, drop gloves (cannister dissolves, leaving three program cartridges), take all. Sorry Linda, the cannister never works at all, it just supplies the three cartridges. Don't you just hate when that happens!*

Bob Lewis, a Belfast chappie writes; In Savage Island part I, how do I get rid of the bear and get on with the game? I've tried pushing it over the cliff but nothing seems to happen.

* *The brute force approach Mr. Lewis? Tut, tut, try some logic man! Spill some salt water on the hot cliff behind the bear. The water will evaporate and the bear will start licking the salt and totally ignore you. Did I say logic?!*

GAME: Fun School 4 LABEL: Europress Software MEMORY: 48K/128K TAPE£12.99 DISK£16.99

fun School 4

With a general election clogging the T.V. channels at the moment, education is likely to be high on the agenda. And quite right too, but teaching can seem to be a little too clinical these days what with financing and budgets etc. Thus it's good to see a little bit of fun injected into the learning process because, as we all know, it's much easier to learn if you're having fun.

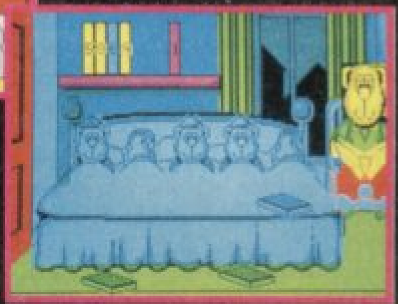
The fun school series first began back in the mid eighties with Fun School 1, published by the Computer Press. With Funschool 2, released in 1989 and Funschool 3 in 1990 selling impressively there was obviously a market for this sort of product, so now the much awaited Fun School 4 has been launched. It consists of three packs, each dedicated to a particular age group, each following current national curriculum guidelines and each retailing at the same price point. Parents take note, you might learn as much from these 'games' as your child.

All of these educational packages are well presented and have good graphics which helps greatly, guiding you colourfully through the different learning stages. Bleeps and squeaks are merrily emmitted indicating whether you've got things right or wrong but sound isn't really over impressive. In general though Fun School 4 rates highly as an interesting educational aid.

Julian Watsham





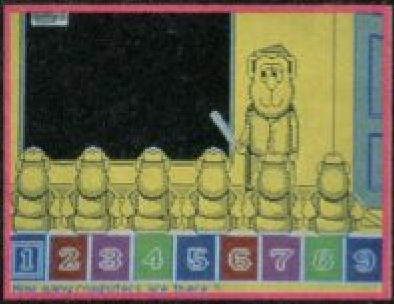


fun School 4 Under fives

This package gives a run down of the very basics of learning ie. What you need to get started. Addition is first up and so we join Teddy in the nursery helping him decide how many objects Teacher Ted is showing on the board. If you can work everything out you're then allowed into the playground, hurrah!

Level two is similar to level one, but now you have to actually add the numbers together (oh crikey!) Each number is represented by an object, such as a car, so this level gets the kiddies familar with every day things too.

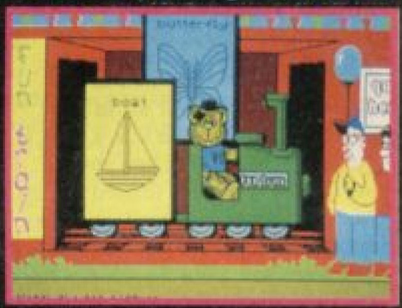
On level three you're no longer aided by objects, just numbers - though if it gets too hard you can borrow some bricks from teacher to help out. After all that hard work, you now have the opportunity to get messy in the painting room. Basically this involves going mad and spraying the screen with imaginitive splats and creating mini masterpieces. Then, after you've stood back and admired your artwork, it's time to go on the fun train! There are many more recognition games and puzzles over the next few levels, you even get to do some computer karaoke and help Teddy sort out Daddy Ted's books by examining his book shelf and the secret book hiding place under Ted's bed (nightmare city!) - a lot of guesswork is involved here.



"Listen up little Teddys", said Teacher Teddy, "time for lessons"

OVERALL 78%

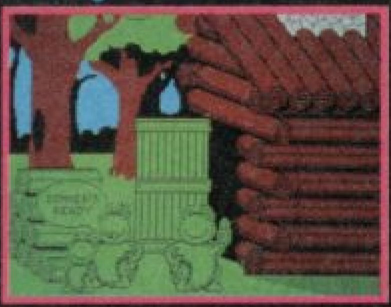
Hmm. confusion on the Fun Train. How do I figure this out?



This is a fine software package with plenty of activity. It might seem too much like work to retain the interest of some under five year olds for very long but overall it provides a good introduction, not just to colours, numbers and recognition but also to computers.

fun School 4 five to seven

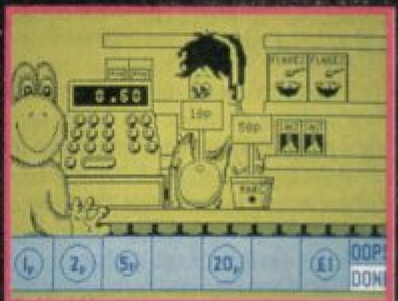
Piling up logs in the woodhouse, get them all in order!



You're now entering the magical world of Freddy Frog (ribbit!). First up is a little lesson on how to learn your alphabet (quite handy when trying to read a review!), down at the library while visiting Terry Toad, who's behind the counter. There's a pile of books on the counter that need sorting out in alphabetical order. Terry hasn't got enough time so you've kindly offered to do it. Simply sort them out by looking at the first letter, placing A before B and M before N etc. It's really all v... y easy, but useful too.

In level two things get a bit harder, words such as hat and hard appear. So now you have to look at the third letter to sort them all out. The next day Freddy goes to a basketball game, but things are all very confusing there too! Five people sit in the front row holding up a selection of score cards. One has a question mark on it, can you guess what it's supposed to be? If you can, you score a basket. There are four levels to go through with each one getting increasingly harder.

The next day sees Freddy handling money, both as a shopper and a shop keeper. First, you have to work out what you



can afford to buy, then, as the shopkeeper, you must work out what people have spent on items in the shop. Then visit your holiday cabin. Here you must use maths to figure out

fun School 4 seven to eleven





Let's face it, the one thing that everyone hates about school is the teachers. If you step out of line, you've had it. That's the great thing with the Fun School series, there's no teachers, hoorraaahh!

Now this is more like a game! Sammy the Spy (nice name!) goes to headquarters and picks up some instructions. And, well, whadda you know they involve him working his way through many difficulties to Egypt and the stolen treasures of King Raram, which he must recover, solving all manner of puzzles along the way.

The first test is one of proportions and this is where the whole thing begins to go down hill as you've now got to put your brain in gear and tackle the dreaded mathematics! I used to have nightmares about maths, but don't worry it's not that bad. The first couple of sections are fairly manageable, but the third, which deals with the even more dreaded subject of fractions is a bit on the tough side (just use a calculator when no-one's watching!). If you persevere you're given a 'secret message', which brings you into a general knowledge question round.

If you ever go abroad you know you'll have to exchange currency so here we go with the old mathematics again. This time it's multiplication and division and (shock, horror) you're actually allowed to use a calculator here, but don't use it too much, eh kids? Next up is a Geography test (as you travel to Egypt) and finally it's time for the History test before you get to see the Pharaoh's treasure. Sounds like good fun or what?

For my money Fun School 4, Seven to Eleven is a much more exciting game than either of the other two. It has more of an adventure element and to be quite honest some of the questions and problems actually put me to shame! Apart from Multi loading problems I would say this game will keep the young ones beneficially busy for quite a while.



Working out foreign exchange can be quite difficult, can't it!



Aggh! Proportions, some of this maths is pure hell, use a calc!

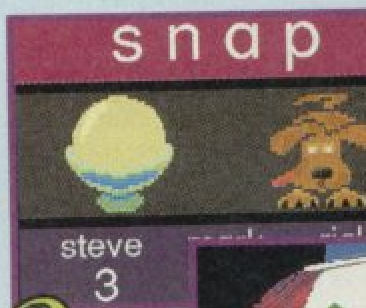
OVERALL 82%





GAME: Picture Book LABEL: Triple R Education MEMORY: 48K/128K TAPE£12.95

PICTURE BOOK

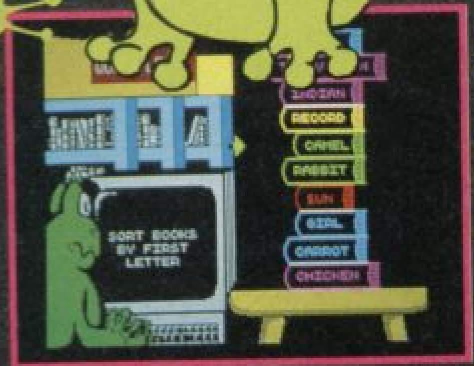






Give the Clown some money- and he'll go away.





Froggy in the library, being helpful.

OVERALL 79%

where to put logs in the cabin. Like the basketball, there's four levels that get progressively harder.

Now Mrs. Frog (who?) wants to go swimming but as she approaches the diving board a farmer comes along in his tractor who won't let her use the board until she answers some 'opposites' questions. Simply hop around on the lilly pads choosing the right words - and remember they're all opposites. Finally, Freddy decides to go for a walk across, would you believe it, crocodile infested waters and yet again he must answer questions in order to cross the bridge.

One of the best things about the Spectrum is that it's hereditary. Parents pass them on to their kids just like their big noses, embarrassing birth-marks and smelly feet! So what better introduction to the world of computing than a simple tutorial concerning the keyboard? After all the Spectrum doesn't consist solely of the Return button, Load '' and Enter.

There are four programs on the tape; Alphabet Book, Snap, Spell It and Count 'Em. The first is basically an electronic ABC book, utilizing bright, colourful pictures and animations. Many of which can be played again and again without reloading by ing number to the pictures dispressing the diagram's corresponding letter. The second is a version of a classic card game, while the third uses all the pictures in the collection and asks the child to enter the correspond-played. The final game is a basic letter understanding test which involves children reproducing the letters of a word underneath the ones displayed on the screen. Later they must spell the words completely unaided.

This collection is a worthy attempt at language, letter and number association games. However, it's only for the very young and it's doubtful that babies of that age will pay much attention to a program like this. They'd be just as interested in seeing how many times they could press the reset button before the machine broke!

scores

GRAPHICS	70
SOUND	70
PLAYABILITY	76
LASTABILITY	75
OVERALL	72%

Steve Keen

Gosh I was never so bored as a kid that I'd have turned my attention towards games like this. Give me a blast 'em up anytime.

Big Al'



Not a bad idea. I'm thinking of sitting Steve down in front of it for 3 months and seeing if there's any improvement! Personally I think this program could be very useful ,especially under parental supervision.

ATLANTIS/SU SPECIAL OFFER!

Due to continuing demand we're repeating the SU/Atlantis reader offer!!
Choose two, four or six games from Atlantis

HOBGOBLIN
Try to recover the Golden Orb of Altoris in this 60 screen, bouncy arcade adventure. Increase your power with glowing daggers and increase your range with glowing arrows, as you power up to progress...

SUPERKID IN SPACE
Superkid uses his powers of flight and super-human strength to overcome alien forces and prevent the rape of the Earth of her minerals. He must find four detonators in order to complete each mission.

DOWNTOWN
A crime-bustin', arcade where you collect photographic evidence against a New York crime boss. Find the witnesses who can locate the four parts of the damning photo, but don't forget your bullet-proof vest and ammo. You must fight every inch of the way...

THE LAST VAMPIRE
Count Drac himself is the vitriolic vampire that you must kill, after first protecting yourself from bats and a band of pirates. Collect gold and silver coins to spend in 'Ye Olde Vampire Bashin' Shoppe'.

INTERALIA CERIUS II
Fly the Avenger V9 space fighter into an evil domain and blow things to smithereens in the name of peace. Pick up power-ups on the way and look out for the double and triple lasers, shields, ammo, extra firepower and keep an eye on your oxygen. If it runs out, you choke.

SPOOKY CASTLE
Princess Clare has been kidnapped by ghosts. Her hand, (and presumably, all the associated bits attached to it), has been offered in marriage to her rescuer. You must negotiate locked castle rooms, energy-sapping rabid bats and evil ghosts. Find the doorkeys, potions of energy and find out why her hand's worth so much...

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INTERALIA CERIUS II
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Yes indeedy, Mr. Checkout must be very hungry this month! I mean, just look at the cartload of yummy lovelies he's dished up for us: Scope out a very cheesy boardgame, bamboozle yourself with bolognaise or get shot at by ICE-T in a major video blockbuster. Check this lot out ... If you dare!





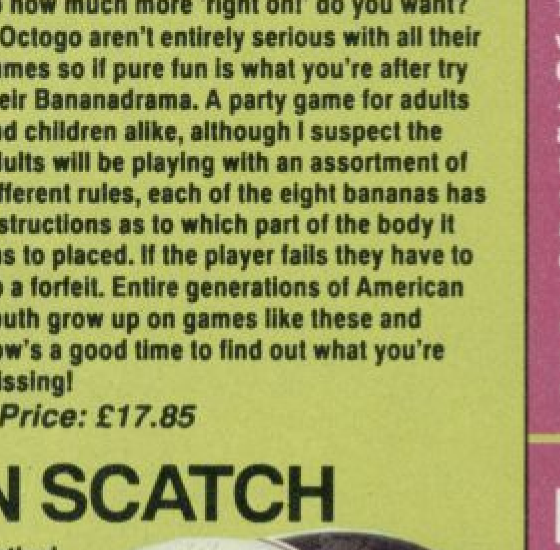
GREEN GAME

For those of you who prefer to flex your mental skills, rather than your constructional ones, Octogo Games have the thing for you. Not content with giving you a fun game they'll also educate you at the same time. The Green Game takes you on a ecological trip around the world to enhance your awareness of the damages being wreaked onto our planet. It's also made from recycled materials so how much more 'right on!' do you want?

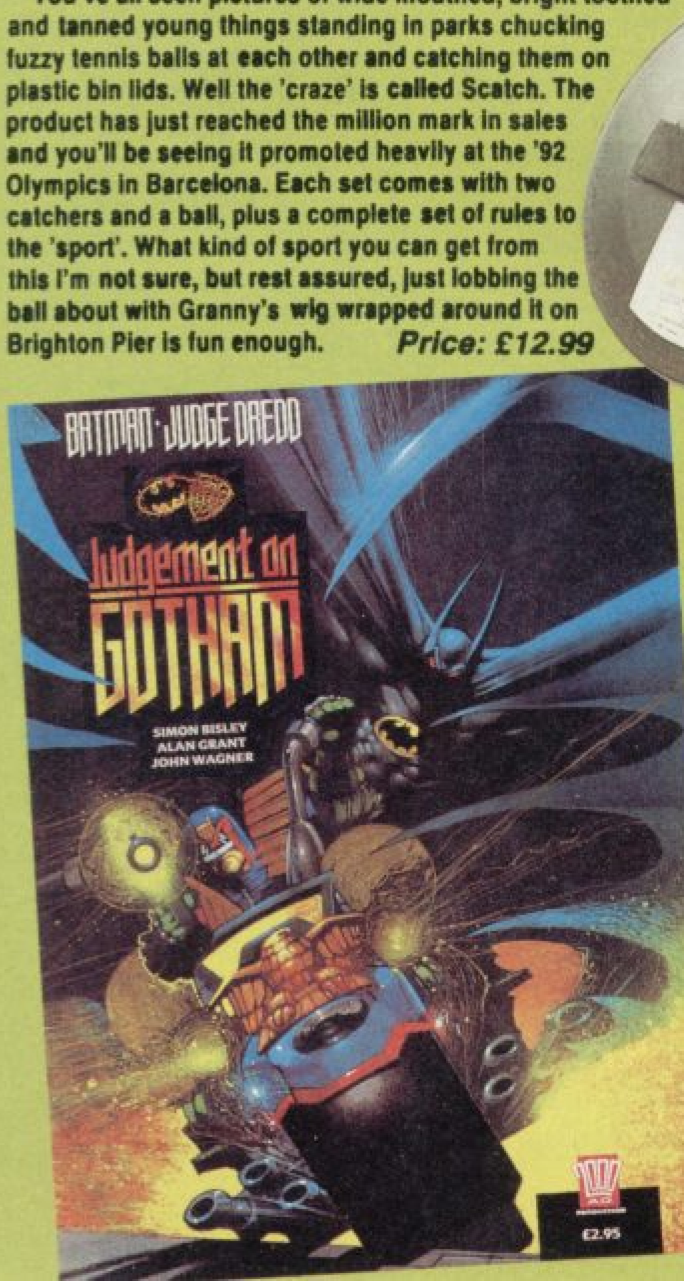
Octogo aren't entirely serious with all their games so if pure fun is what you're after try their Bananadrama. A party game for adults and children alike, although I suspect the adults will be playing with an assortment of different rules, each of the eight bananas has instructions as to which part of the body it has to placed. If the player fails they have to do a forfeit. Entire generations of American youth grow up on games like these and now's a good time to find out what you're missing!

Price: £17.85

AN ITCH YOU CAN SCATCH



You've all seen pictures of wide mouthed, bright toothed and tanned young things standing in parks chucking fuzzy tennis balls at each other and catching them on plastic bin lids. Well the 'craze' is called Scatch. The product has just reached the million mark in sales and you'll be seeing it promoted heavily at the '92 Olympics in Barcelona. Each set comes with two catchers and a ball, plus a complete set of rules to the 'sport'. What kind of sport you can get from this I'm not sure, but rest assured, just lobbing the ball about with Granny's wig wrapped around it on Brighton Pier is fun enough. ***Price: £12.99***



CooHOLY COW JUDGE!

In case you haven't heard, the greatest British super hero, Judge Dread, has teamed up with that hooded wonder from Gotham City, Batman, in a new comic book that's sure to sell more units than an ice cream van in the Sahara Desert! Amongst true fans, the collectable publications of D.C., Marvel and Fleetway are classic novels in their own right. Hand painted colour pictures replace more traditional black and white stills to produce an item of beauty as well as a gripping yarn. Snap these up fast.

Price: £2.95

CHE O U

videos

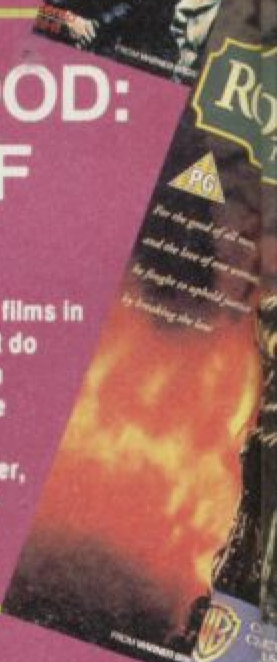
NEW JACK CITY



There's a new breed of gangster in New York. They're young, ruthless and use more violence than Sylvester Stalone at a Viet-Cong toga party, to get things done. New Jack City is a fictional story that unfortunately reflects a part of American Society that is fact. Set in Harlem, the film revolves around the business success, and bloody trail of violence left by the city's newest drug baron, Nino Brown.

With the arrival of the heinous drug crack on the street, he sets into motion his plans to supply every addict in Harlem with the

ROBIN HOOD: PRINCE OF THIEVES



One of the biggest grossing films in British Film History, that didn't do Bryan Adams' career any harm either, is out now on video. The story's as familiar as Patrick Moore's gabble on Game Master, but it's been given a new lease of life by American Kevin Kostner and the fabulous Alan

NOTHING BUT TROUBLE



What do you get when you join John Candy, Chevy Chase, Dan Aykroyd and Demi Moore together in a single film? Well you'd be forgiven in thinking that you'd get one outrageous comedy. However with this film that's not the case. How such a gathering of comic talent was allowed to fester on this lousy script is beyond me. Not even having John Candy play more than one part could save this sad monster.

Briefly the story goes like this:

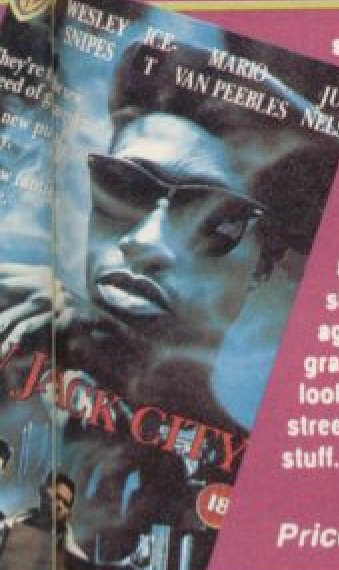
ECK
U . T

The SU Clapperboard gives you the Checkout rating for each video that we relview each month.



1 - It's a stinker! Don't buy / hire under any circumstances

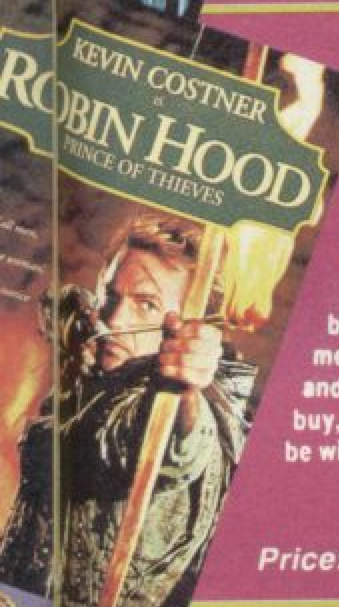
5 - A work of sheer brilliance. A must have for any vid kid!



substance. After taking over a housing project to set up a crack factory, the local police try to infiltrate the ring and bring the leader to justice. Although New Jack City is an 18 it has an under-lying message that should be told to people of all ages - Drugs Kill. A very graphic and often disturbing look at everyday life on the streets of U.S.A. Powerful stuff.

Price: £12.99





Rickman. From the beginning you'll be taken up with the imagery and superb camera work, and routing for the bandits as the Sheriff's plans are thwarted at every turn.

Only just pipped at the post by Arnie and Terminator 2, for me this was the most refreshing and lively film of last year. Borrow, buy, rent or steal. No home should be without one.

Price: £12.99





A Manhattan stock market wiz, Chevy Chase, is arrested for speeding in the outback as he races towards a business appointment. The officer, John Candy, takes him to a way-out junkyard where an eccentric judge, Dan Aykroyd, dispenses his own punishments. The 106 year old judge has a daughter who bears a close resemblance to a Chicago Bears linebacker, and is desperate for marriage. Unless Chase does the honours he will never be allowed to leave.

The team must have done this film in-between projects as it's truly abysmal. If you chuckle more than twice, then it can only be something to do with the way you're sitting. Don't hire this one for even ten minutes!

Hire Only



VIDEO GAME

The latest craze amongst party-goers in the states is Atmosfear - The Video Board Game. Claiming to be the worlds first interactive television/board game, you simply set up the board and plug the supplied vid into your cassette player. The ghoulish video 'host'snarls instructions to the gathered players beneath him.

Each game lasts for 60 minutes during which the monster taunts you as you scramble to collect six secret keys from around the graveyard board. Somehow, the game manages to be different every time and has managed to become the best selling board game in Australia! ***Price: £30***





LOAD OF BOLOGNAISE

Ready Set Spaghetti is another novel game from MB Games - where do they get them all from? In traditional Italian style, players top the dish with peppers, tomatoes and meatballs and then try and wind in the 'spaghetti' as quickly as possible. The player who places his toppings in the shrewdest manner will win because the other player's strands become entangled in each other.

Price: £9.99

DISNEY WHIRLED

Coming back down to Earth, Disney have released a series of games based on their famous characters. Winnie The Pooh, Donald Duck, Snow White and of course Mickey Mouse. Each game is different and relates to the films in which the characters became famous. So if you want to take a gander through the Enchanted Forest with Snow White or race Winnie The Pooh to Christopher Robbin's house check these games out!

Price: £10.99

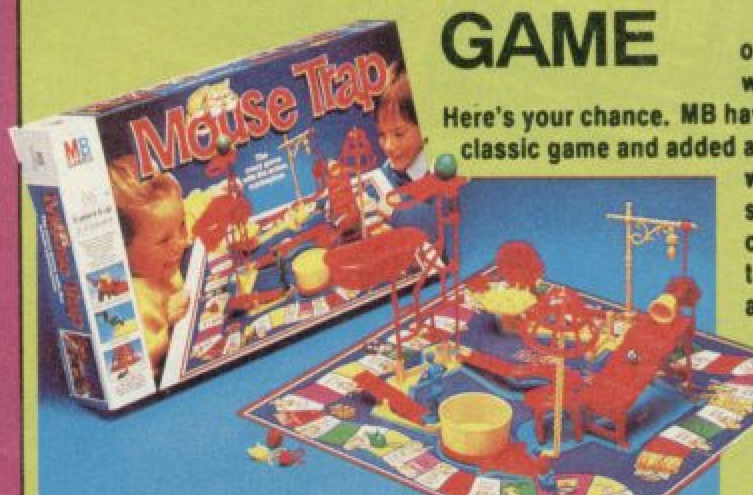




SECOND WIND FOR CHEESY GAME

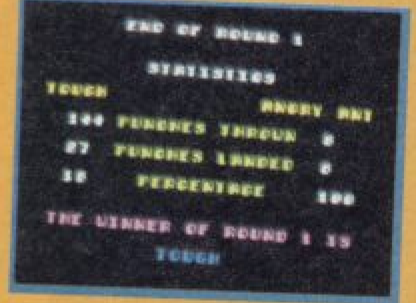
If you've seen that crazy guy on LWT's Motor Mouth and always wanted to go into the Mousetrap? Here's your chance. MB have just revamped the original classic game and added a new board with additional artwork. Although on a smaller scale to the T.V. version the principle remains the same. Players take control of their own mice and race each other around the board building a huge trap as they go. The player to get to the cheese without getting caught first is the winner. Brilliant!

Price: £16.99



GAME: Devastating Blow LABEL: Beyond Belief MEMORY: 48K/128K TAPE£3.99

Devastating BLOW





Garth
I must say I thought Devastating Blow was a load of old cobblers when I first saw it, but I've warmed to it while kicking Toni's butt in two player mode. Not too high in the lastability stakes though.

Blam, bash, smack, crunch, splaattt! Duck down dudes 'cos Mighty Midget is about to try and knock your block off in a face-breaking, teeth-flying, blood-splurting, boxing bash 'em up that makes Mike Tyson look like a (jailed) pussycat.

Devastating Blow is a quite good, if inordinately simple boxing simulation, with bright colours, clear graphics, and variety of bone-crunching sound effects. Game set up is easy enough.

After typing in a really scary 'power' name like Big Al'...(eh!), a status sheet appears telling you where you stand as far as strength and stamina are concerned and also (unfortunately), how many unlucky chappies your current opponent has slaughtered so far.

Now it's into the ring! Movement is very basic and punching is either low or high but you can punch quickly and there is a special super punch available too which efficiently levels opponents. Hitting someone is actually quite satisfying thanks to the aforementioned sound and the little drops of sweat which bounce off the boxer on the recieving end.

A bout consists of 13 rounds, each lasting about a minute and a half. The idea is to knock the stuffing out of each other until either boxer's health percentage, displayed at the bottom of the screen, reaches about fifteen. As soon as you or your opponent go this low the ref gives a quick 10 second count and it's all over. In between bouts, you get a chance to practice moves on a punch bag and as matches are won your World Championship standing improves. (After starting at eighth.) This is the whole object of the game, though I don't know how high Devastating Blow will actually go in the software ranks.



Both boxers have strength levels of eighty percent and have a long way to go yet!

OVERALL 59%
Toni Naqvi

Balls, Boots and Brains

GAME: Balls, Boots and Brains
LABEL: 4 MOST (Alternative)
MEMORY: 48K TAPE: £3.99

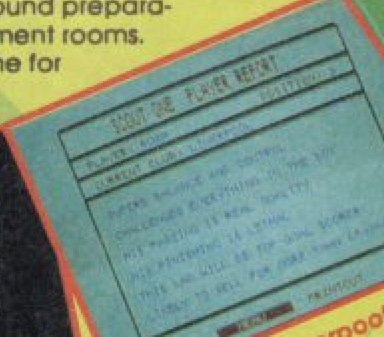
A budget, four game sports simulation pack. Sounds good, let's take a closer look. There are four games here, two soccer sims, a rugby bash and an Aussie rules game. (Yeah!! - Yvette.)



Australian Rules Football. Anyone for a barbie afterwards sports?



The Boss. The only thing you'll need is a sheepskin coat!



A report on Liverpool's Ian Rush. Not that bad is he?



The Double involves managing a third division club, competing against 65 (!) other, computer managed clubs and winning 'The Double', ie. Both League and F.A cups in one season.

Make up a winning team by buying and selling players and competing in the transfer market. The game is menu driven and includes settings for training and transfers, wages, ground preparations and treatment rooms. There's even one for informing the local rozzers of expected crowd levels at home matches. Finally, sit back and relax as the match results come through. Zzzzzzzzz!

Instead of re-creating to mayhem and violence of the real sport, Australian Rules Foot ball, the game succeeds only in being hard to understand and difficult play. In fact, ball control is so dodgy so that I rarely touched it during an entire game. There are four quarters of play, each lasting about three and a half minutes, during which you run around the field like a raving loony, kicking and punching your way, hope fully, to the touch line to win points. At any given time you control only one player, marked by an arrow. Difficult stuff dudes, not bad looking and with some real Aussie Rules features, but a real devil to play.

Hey! Now this is a new idea. In Soccer Challenge you've got a chance to begin trials with your favourite footy team. You job is to make a huge impression on the Boss by showing him all your flash skills and fancy moves, and get him to sign you up. It's not as easy as it sounds, you're going to need lots of skill and stamina, just to get through training! This is quite a good footy game with the added bonus of a code which you can use in the sequel, if you complete this one! What a nightmare. In Rugby Boss you've just been appointed boss of a Rugby League Team. Your job, as always, is to create the best possible team, win the championships and collect assets for the club. (Do I hear more snoring... Zzzzz!) Responsibilities include team selections, banking, finances and of course, game tactics. Basically this game looks like a soccer management sim except it's not. It's rugger.

But that's a poor excuse.

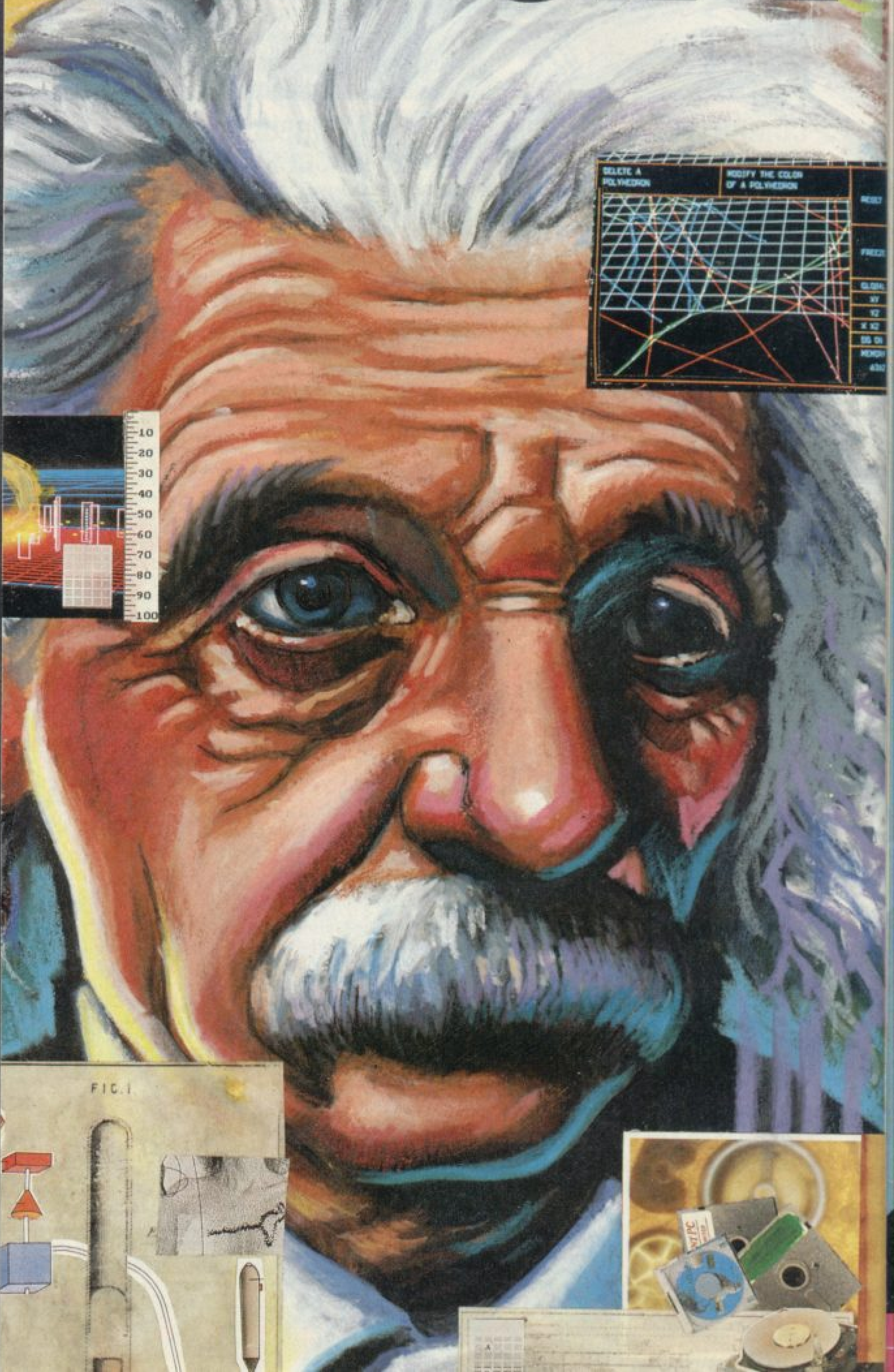
scores

OVERALL 54%
Toni Naqvi

I'm not very happy with this pack. The most interesting game is soccer challenge, the next has to be Australian Rules Football. The rest are quite boring, formula games. Boots, Balls and Brains' only redeeming factor is that it has four games for £3.99.

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CU AMIGA

I can't decide which part of the plane to camouflage in this new "Don't be seen in 60's" purple paint!!



BEST SU BUDGET

Altitude Dude!
The best advice is to stay at reasonably low altitude, also maintaining low airspeed as you approach a target. That way you won't go screeching past it after only one shot. Also, save regularly in mid game. Otherwise it can be a long, hard slog.

Alan



I did grill a burger, but couldn't pull myself away for long enough to eat it. Still Tina didn't complain, until she discovered it wasn't a veggie burger! From the outset, and the initial introductory screens to the end, there's no mistaking that F16 is a first class product. An outstanding flight sim, and nice to see that it's out on Disk as a budget too!

GAME:F-16 Combat Pilot LABEL: Action Sixteen MEMORY: 48K/128K/TAPE£3.99 DISK£9.99

F-16 COMBAT PILOT

In earlier missions it's a good idea to take the crew's choice of weapons, but in later stages you will develop your own tactics, so always make your own choice. Remember, one man's AMRAAMs are another man's Sidewinders!

The amount of detail that's packed into some Spectrum games never ceases to amaze me. How anyone can knock the old cat sized coffin after seeing a game like F-16 is beyond me. Let's face it, it's time to put down your Action Man, take the jet by the throttle and head off into the wild blue yonder!



Fancy a quick flash of action



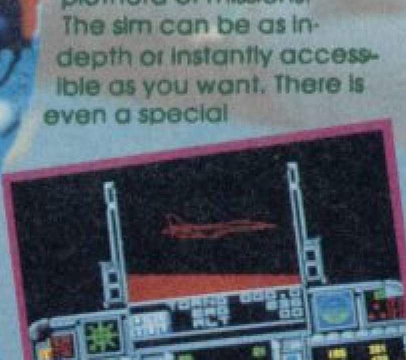
What ho and tally ho Arf, Arf!



Not even a drunk, bow legged, Outer Mongolian Feudal Lord, with a PHD in Kamikazism, could wish for more missions. Just when you think you've earned a rest, when you've finally completed the first five sorties, there are a whole lot more waiting to be discovered. Bomb enemy installations, cut off radar transmissions, locate and destroy whole battalions of tanks and enter dog fights 2000 feet above ground in pitch darkness, with infa-red heat seeking missiles. Every conceivable scenario has been catered for. Then finally, once you've mastered your own fighter, you can lead an entire squadron on a plethora of missions! The sim can be as in-depth or instantly accessible as you want. There is even a special facility called 'Quick Start' that lets you bypass all the pre-flight briefing and get straight down to the fight. In fact most options can be controlled by the computer, leaving your hands free for the important parts of the game like picking off an enemy EWR site with a radar-guided anti-radar missile

On the techie side there's a full, switchable Head Up Display unit (HUD) and enough on screen LED's to make the crew of Star Trek jealous! All systems are fully monitored with switchable screens, whilst below, a comprehensive damage menu makes sure you're always home in time for tea, if you keep tabs on it that is!

F-16 was a great buy nine months ago and now it's a steal. Rumor has it that the program taught Chuck Yeager everything he knows, personally I don't believe this rumour, but it sounds good enough to include here. On disk or cassette this is an essential addition to any collection.



Scores

GRAPHICS	85
SOUND	70
PLAYABILITY	85
LASTABILITY	91
OVERALL	90

Steve Keen

First rate air combat sim. The atmosphere's so rife you could grill a burger held up against the screen. F-16 is quite simply the most detailed, accurate and exciting flight sim you can buy. Nothing has been over-looked in the quest for Spectrum excellence.

Watch Your Back!
Keep an eye on the left side of the cock pit display. The red panel will flash S and A when any SAMS or air to air missiles are head ing your way. It'll even warn you if you've been clocked by enemy radar. And that's one feature that's even missing from my girlfriend's car.



Aerial Extra
Read the instructions first. Taking off is easy but landing is extremely difficult at first (assuming you don't get shot down). Even finding the right airfield is can prove to be a bit of a headache.

43

GAME: Strider LABEL:Kixx MEMORY: 48K/128K TAPE£3.99

STRIDER

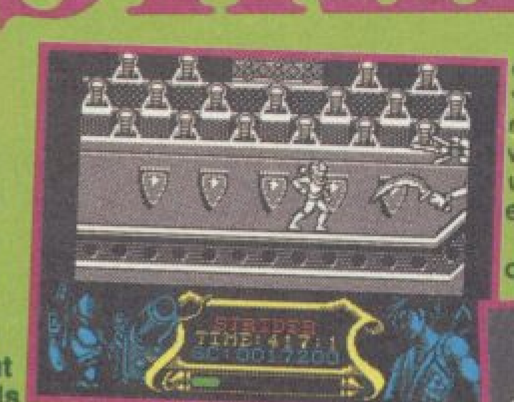
scores

OVERALL 86%
Big Al Dykes

A classic arcade conversion, setting standards in speed and detail. Difficult at first but you'll soon be climbing and somersaulting all over the gaff, cutting through swathes of aliens.

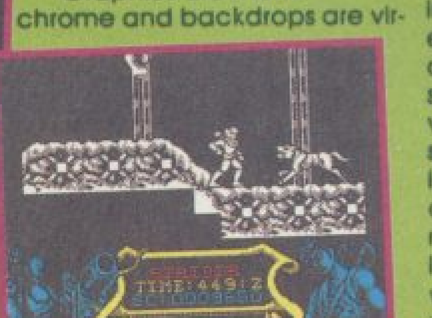
Hiyaa!!! Put on your lycra cycling suits, do a few thousand press-ups each day and invest in a super power up-able ninja sword. Then, simply go out and save the world. Sounds like a good deal to me, how much does the job pay?

Yes, Mr.Strider is the kind of chap Tina always manages to go out on a date with. No-one knows where she finds them, but wow, she's been getting really fit recently! The game basically involves beating the stuffing (and the sauce) out of an invading alien horde using Strider's incredible climbing



and jumping prowess, allied with his even more incredible alien carving cutlass, a jolly fine weapon which can be powered up along the way, making it even more devestating.

Graphics are monochrome and backdrops are virtually non-existent but the main sprite and all his crawling, walking and flying enemies are so well animated and move with such amazing speed that the game is still very impressive. Other touches such as the power-up guardian robot who assists Strider at difficult moments really do make this game an outstanding beat 'em up. An SU Classic when first reviewed, nearly two years ago.





Garth
If I was as fit as this man I think I'd go out and save the world too! Strider has sooo much speed and playability,it's still a corker.

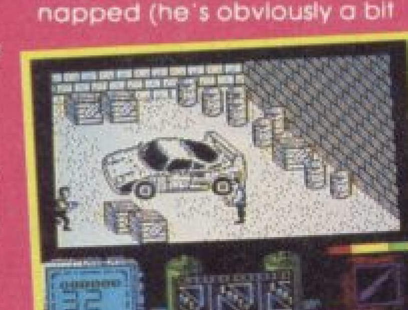
GAME: Vendetta LABEL: Kixx MEMORY: 48K/128K TAPE£3.99

Vendetta

Just-a one Vendetta, geev eet to me...no I think I've got that wrong, I certainly wouldn't like to have the nifty ninja chappie in this beat 'em up carrying out a vendetta anywhere near my ice cream stall.

A vendetta is a blood feud, fought to the death. As such this game has been very aptly named, 'cos it's absolutely brimming with death. Kill off a few baddies and, well, next thing you know there's a few more just around the corner.

The hero is an ex-army type recently discharged under suspicious circumstances in Saigon after an illustrious career dealing out death and destruction to the locals. His brother has been kidnapped (he's obviously a bit



of a wimp) by a gang of terrorists and must now be rescued before he is executed.

Guide your sprite through the mean city streets combating the enemy with fists, a rather dodgy looking knife (it

The game is quite long and features some fine action.



Graphics are boxy but the sprites are big and detection is quite good. Overall, Vendetta scores well as a Last Ninja style game and is a worthwhile, though not essential addition to any Beat 'em up collection. actually looks more like an ice lolly) and a number of power ups.



Garth
If you manage to start up the Ferrari at the end of the first level of Vendetta you'll even get a free cockpit view joyride! Good game, I'm not too sure about the graphics though.

scores

OVERALL 81%
Big Al Dykes

Vendetta is not my favourite beat 'em up but it has lots of arcade style action and it definitely looks the part.



Alan
Tusker falls in between the categories of arcade adventure and strategy game and rests rather uneasily there. Nevertheless it's a big and clever game and worth a look.

scores

OVERALL 77%
Garth Sumpter

More strategy adventure than anything else, Tusker has large, convincing graphics and plenty of variety, this makes it worth a budget look.

GAME:Tusker LABEL:Kixx MEMORY: 48K/128K TAPE£3.99

Tusker

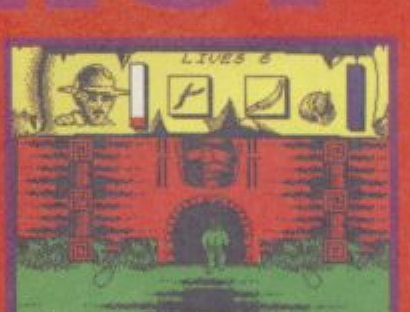
Oh, oh, this is a rather unfortunate re-release, especially as there is now an international ban on ivory trading. Only a reckless fool would ever dare to enter deepest Africa, by himself, in search of untold treasure with so many armed poachers about.

Well, U.S. Gold managed to find that reckless adventurer. They named him Mr. Tusker and they sent him off with a pack lunch to hunt out a mythical elephant graveyard, deep in Africa and simply brimming with ivory. Luckily Tusker's dad had everything well researched in advance, being a bit of an expert on elephant graveyards, so now the wayward lad is definitely hot on the fortune trail.

Said trail leads him through a hot desert, a dense jungle,



scary underground labyrinths, a fascinating native village and some crocodile infested pools. While on this danger fraught journey, Tusker must deal with nasty local tribesmen (not all local tribesmen are nasty of course!) And a tasty variety of wild and dangerous beasts.



The 3D style graphics are reasonably well defined and there is good sprite seperation, allowing clear movement in front of and behind objects. There are plenty of objects and weapons to pick up along the way, and remember if you don't have a weapon try Big Al's favourite tactic: Run away!

GAME: Toyota Celica GT Rally LABEL: GBH MEMORY: 48K/128K TAPE£3.99 DISK£na

TOYOTA CELICA GT RALLY



Alan
The cheeky pup hasn't even got a licence, no wonder he can't play the game. I can drive and I'm still still not sure if I like it! It should make a dent in budget game sales though. (Steve and Garth know all about dents, of course.)



Am I supposed to take my driving test i n this!!?!?! No way !!



It was through battle weary eyes that I looked at Toyota Celica GT again. I've failed a few driving tests and crashed a few cars since I last saw it early in 1991, but the only thing that's changed on this game is it's label and price.

Toyota Celica GT involves racing across 30 widely varying courses, in three different countries, pitting your driving skills against the fearsome bends and vicious vegetation that line the route.



Erm... Steve, we're trying to preserve the forest not destroy it. Try the road.

Options include manual or automatic gear-change, automatic centering for the steering wheel and even total reversal of all the controls for the really clever Dutch footwear admirers out there!

Unfortunately the game is let down badly by difficult control. It's difficult to stay on the road for even three seconds, never mind a whole race! I'm used to dodgy driving but I'm afraid. this was a bit too much, even with my flame proof undies on.



Perhaps we shouldn't have yelled at those Hell's Angels!

However nice presentation, detailed landscapes and the ability to create a co-driver, who can warn you of oncoming hazards and natter about his wife do give the game some appeal.

I asked a few questions about it as a full price game but you could definitely do worse than getting your hot hands on Totota Celica GT as a budget release.

scores

GRAPHICS	73
SOUND	65
PLAYABILITY	68
LASTABILITY	68
OVERALL	70%

Steve Keen

I hate driving, especially with Garth nattering in my lug holes and Big Al blocking the rearview mirror, but if you like car sims then give Toyota a whirl, you'll love the feel of the car but hate driving it.

GAME: ST DRAGON
LABEL: KIXX
MEMORY: 48K/128K
TAPE£3.99

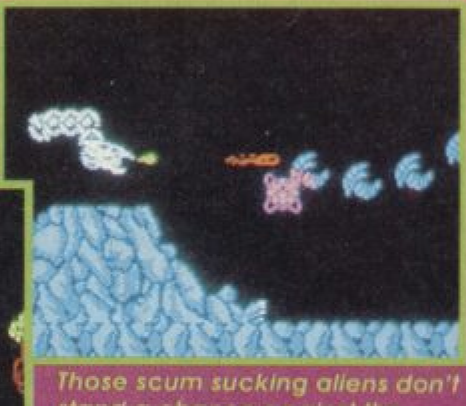
ST DRAGON



Garth
A robotic dragon, tons on weapons and a few good aliens to blast up, Mmm, sounds good to me! St. Dragon is a fast and busy game that'll keep you going for quite a while.

The mythical dragon has frightened and fascinated folk since the dawn of time. Tales of these massive, scaly beasts eating cattle and kidnapping fair maidens has engrossed whole civilisations. And the legend hasn't just stayed on Earth, either.

In fact, one alien planet is jolly pleased that dragons are such a talking point. The reason being that they've been invaded by a marauding band of outer-space pirates, who happen to be terrified of the merest mention of these fiery beasts. To combat the threat from the stars, the inhabitants of this world have constructed a huge metallic version of the monster, complete with all manner of weapons and abilities, in the hope of scaring the nasties back to their own world.



Those scum sucking aliens don't stand a chance against the power of the Dragon!! It's true.



Come and get me guys or are you afraid?

Split into five stages, St Dragon has the player perched on the back of the dragon ship, dealing death to the alien hordes. Beginning with a measly plasma weapon, collect various tokens allowing you to power up with lasers, bouncing bombs and fireballs. Alternatively, just smash those robotic raiders with your hyper-alloy metal tail!



Watch out for that guy on the ground, he looks like a load of trouble..

Originally released by The Sales Curve, St Dragon is quite an enjoyable little blaster, with detailed graphics which animate well and move around at quite a zippy rate. You've seen it all before, of course, a million times in fact. But that's what the punters want - and they should be well happy with this.

scores

GRAPHICS	83
SOUND	69
PLAYABILITY	84
LASTABILITY	78
OVERALL	80%

Paul 'Pecker' Rand

You've seen it all before, but St. Dragon still holds its own in the shoot 'em up arena. Fast action and good graphics mean you won't be disappointed.

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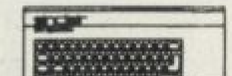
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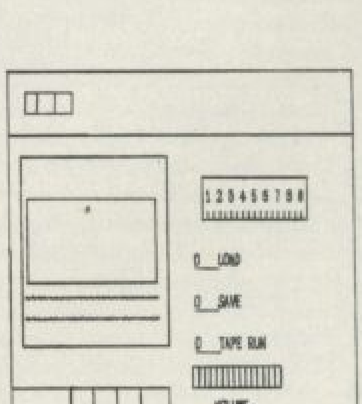
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Calls cost 36p per minute cheap rate and 48p at any other time. Always remember to ask permission if you don't pay the bill.

Competition opens 18 March 1992 and closes 18 April 1992. The Editors decision will be final and no correspondence will be entered into.

Remember to follow the instructions on the phone line or you may lose your chance to win!

LAST NINJA 2

The Shogun is dead. Snuffed out by The Last Ninja. That was over a century ago and, ever since, peace has been the order of the day.

Strange things are afoot though. Evil is growing in force once more, in 20th Century Manhattan. It's the Shogun again, resurrected by a modern-day ninja gang. Time to dig up the man in black and send him out onto the streets to do battle once more.

Like the prequel, Last Ninja II - Back With A Vengeance is a six-part arcade adventure calling on all your reserves of skill, fighting prowess and lateral thinking. A massive multi-load, the player begins in Central Park, moving on through Downtown Manhattan, wading through the sewerage system before taking out the bad boys running the Opium Factory, then finally breaking up the party in the Office Block and meeting face-to-face with your arch nemesis in his retreat.

What could be in that box? Quick, if there's no-one looking take a peek, it could be a four course dinner.



Ahh, a nice stroll in the park!



GAME: Last Ninja 2 LABEL: Hit Squad MEMORY: 48K/128K TAPE£3.99

scores

GRAPHICS	86
SOUND	71
PLAYABILITY	82
LASTABILITY	88
OVERALL	85%

Paul Rand

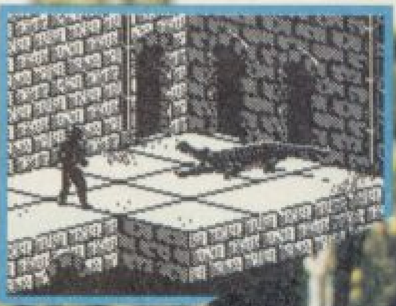
Odd control can confuse play until you get used to it but overall this is a good looking, strong sequel to a classic ninja thrash - fans of the genre shouldn't miss it!

In trying to live up to the original classic, Last Ninja was always going to be a tall order. However, the programmers have met the challenge head-on and come up with a cracker of a game. Using the same graphic style as the first game, Last Ninja 2 is a beautiful sight to behold with gorgeous, detailed sprites and backdrops. The same control method found in the original game has stayed the same, which is a pity as it can be very difficult to accurately position your character on some of the more tricky screens later in the game. That said, The Last Ninja 2 is generally an improvement on the original - and it isn't often you can say that about a sequel, is it?

Garth



I really love the graphic presentation of this game, it's detailed and it shows what the Spectrum can do given a chance. However I definitely don't like the gameplay, but then I'm a simple sort of chap, unlike Paul Rand, who's more complicated than an Airfix Eiffel Tower.



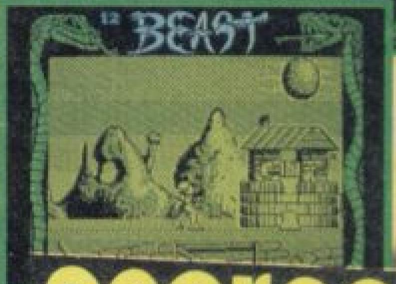
Watch out for the croc' in the sewers!

SHADOW of the BEAST

Crikey, he's a bit big!



Enter the well, do not stop at go, do not collect any money.



I was one of the people who flipped over Shadow Of The Beast when it was first released, and I still think it kicks butt now it's out on budget. In fact I've always fancied myself as the little goaty fellow with the beard but unfortunately Garth has always managed to steal the limelight in this department!

Shadow Of The Beast is a simple game with fantastic graphics, excellent 'parallax' scrolling, a convincing soundtrack and a vast array of monsters to do battle with. Along the way you'll find weapons and potions with which to beat off all comers, not that you need them, as most of the beasts seem happy enough to run onto the end of your fist! Various other items such as keys are available to help in your quest and most are really essential.

Shadow is a fabulous game, loaded with music that'll totally absorb you until completion. The sprites and graphics are a welcome relief to the midgety or muddled style we have become used to today. In fact the only bad point I can make is that the loading system is rather tiresome, but that's little price to pay for a classic conversion.

GAME: Shadow Of The Beast LABEL: GBH MEMORY: 48K/128K TAPE£3.99

scores

GRAPHICS	90
SOUND	90
PLAYABILITY	85
LASTABILITY	85
OVERALL	90%

Steve Keen

An absolutely compulsive addition to any collection. Plenty of action, imagination and unrivalled graphic detail. Ignore this game at your peril!

Alan



It won't take you a lifetime to complete, but once done you'll wish it could have gone on for ever. All praise to Psygnosis and now GBH for not neglecting our Spec chum.

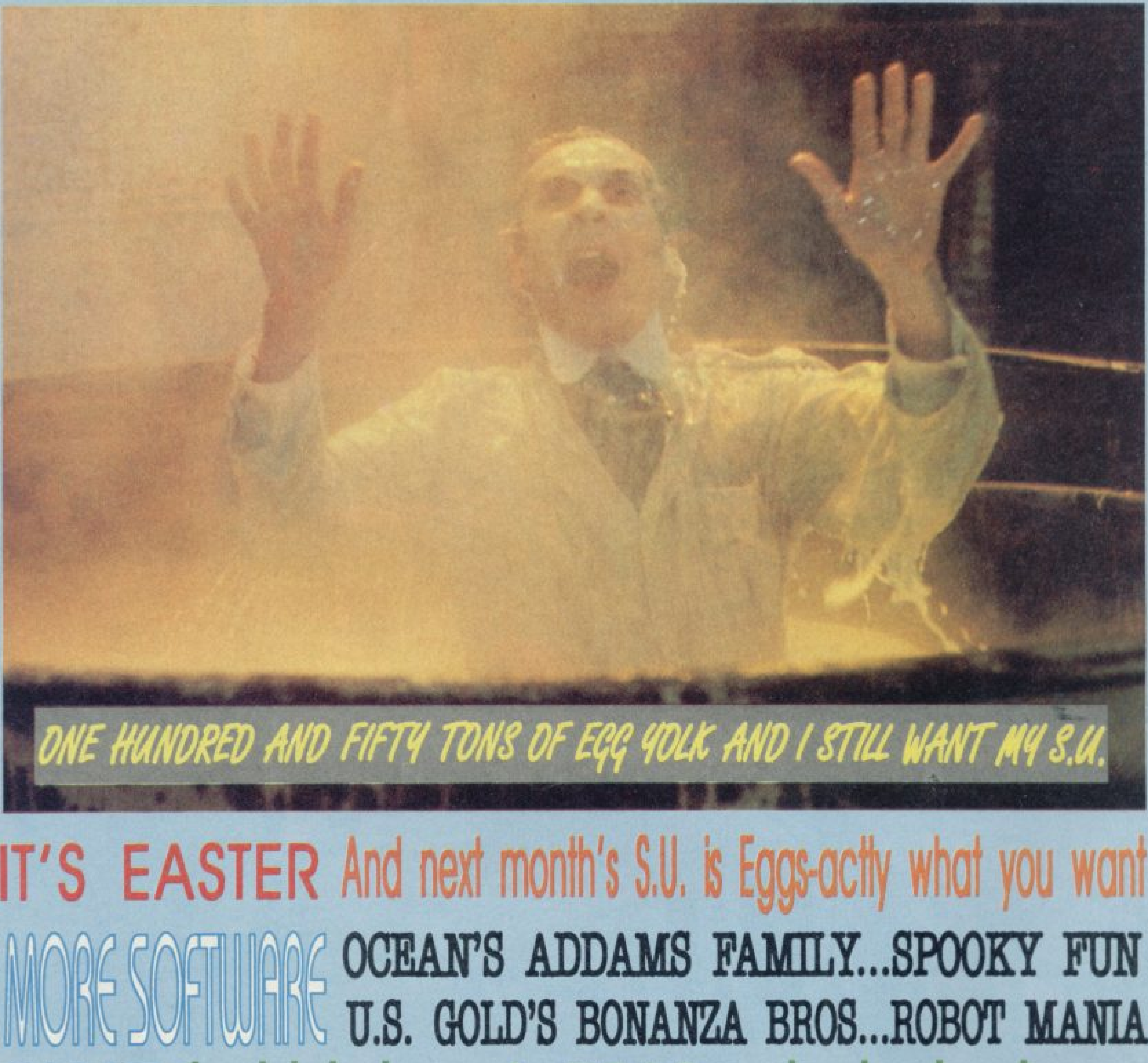


Shadow of the Beast, excellent, well defined graphics make it an outstanding title.



Oh no, more skulduggery!!!

next month



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